

Kinesthetic Interactive Teaching System



User Manual

Version 27

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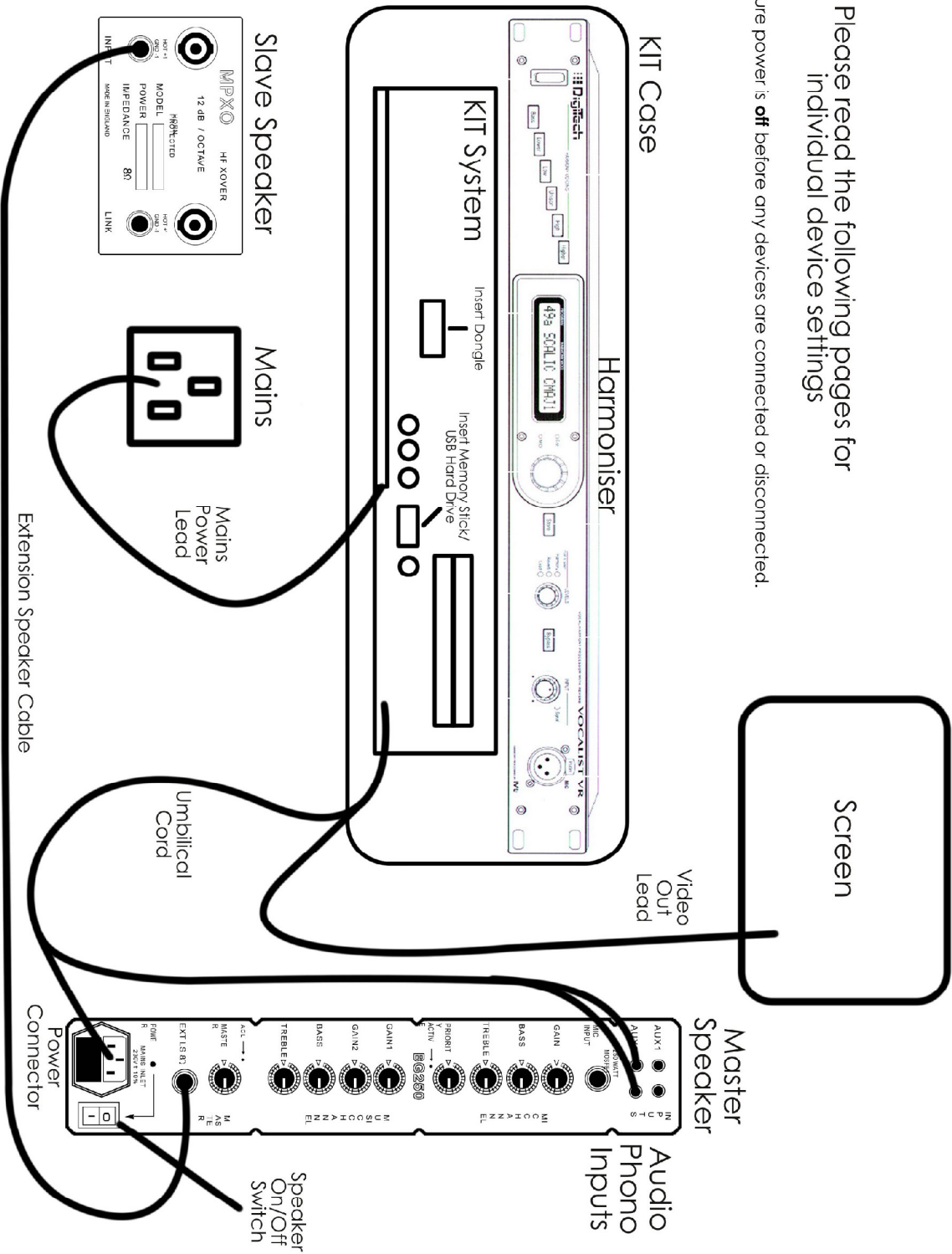
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KIT External Device Configuration

Please read the following pages for individual device settings

Make sure power is **off** before any devices are connected or disconnected.



Setting Up System Equipment

MIXER – If used with powered speaker.

**NEVER PLUG SYSTEM IN UNLESS
VOL A & VOL B ARE TURNED OFF**

Simple Setup

Insert microphones in MICROPHONE 1 & 2
Switch on and then increase VOL A & VOL B to 12 o'clock or more.

Increase VOL on KARAOKE CHANNEL – for Karaoke Music and check volume levels.

Increase VOL on MICROPHONE 1 - harmoniser/echo for main singer and check volume levels in relation to the music.

Increase VOL on MICROPHONE 2 - digital delay for second singer and check volume levels in relation to the music.

MASTER VOLUMES

“Vol. A” and “Vol. B”, are not used.

See Master control on Powered Speaker.

IMPORTANT POINTS TO REMEMBER!

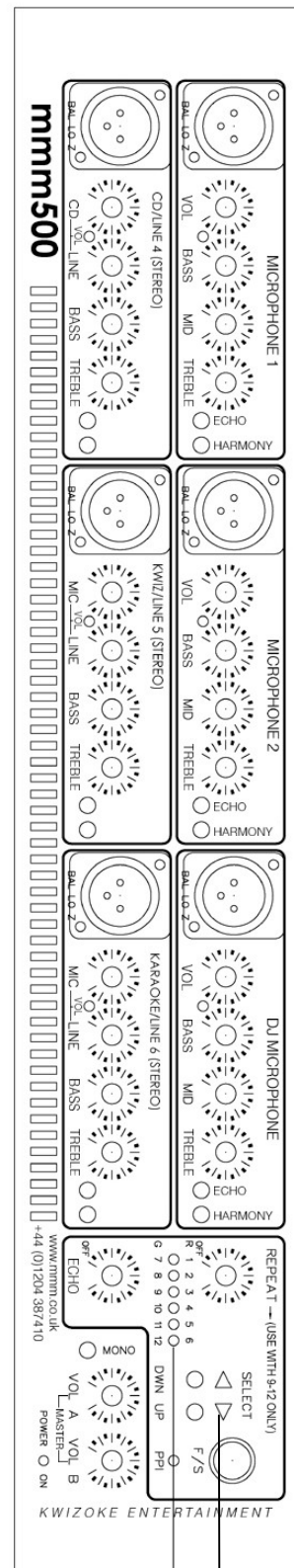
- Turn down the “Master Volume” controls when you have finished working.
- For harmonies and echo on MICROPHONE 1 depress the “harmony” button.
- For echo on MICROPHONE 2 depress the “echo” button.

DIGITAL ECHO

For echo press left or right SELECT:

- Red for echo version 1-6
- Green for echo version 7-12
- Recommended setting 9

Adjust, repeat and delay to suit.



**Red 1-6
Green 7-12
Recommended 9**

POWERED SPEAKER

Setup

Plug phono plugs from Mixer into 'Powered Speaker' into Aux 1 or Aux 2.

Set all controls to 'Quarter past'.

MIC INPUT

For use only when using as a PA system.
Left off unless in use.

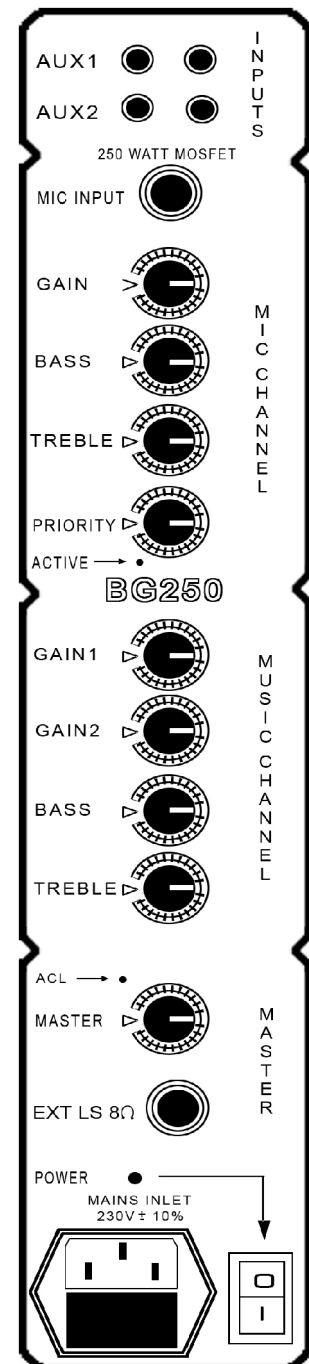
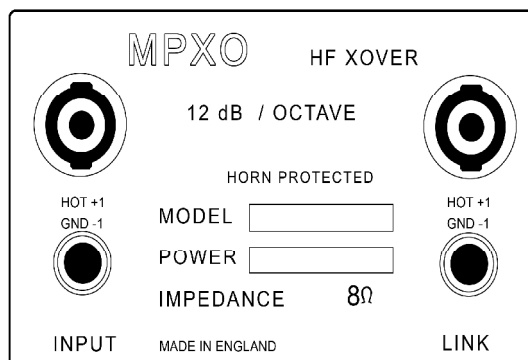
MIC CHANNEL

To adjust AUX 1 use GAIN 1.
To adjust AUX 2 use GAIN 2.
Both BASS and TREBLE can be used on both AUX outputs.

Master control is used to adjust the volume.

If more than one speaker is to be used, plug the speaker cable from the external (EXT LS), to the INPUT on the second (Slave) speaker (see below).

SLAVE SPEAKER



Harmoniser

Harmoniser Gain Control should be set to 12 o'clock



Harmoniser Gain Control

KIT Menu Options



Educational Challenges



Sing A-Long Learning



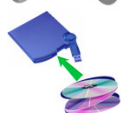
Disco/Jukebox



Karaoke



Fund Raising Games



Audio Reader

KIT Configuration Screen – use remote

The configuration screen adjusts the settings for all aspects of KIT. To get to the configuration screen you must first go to the **main menu screen**. Using the remote, type in the **configuration code** which is:

7 4 1 2 3

Depending on which menu option you have chosen, determines the settings you are able to set.



Navigate through the on-screen options by pressing  on the remote.

Educational Challenges and Fund Raising Games settings:	Disco/Jukebox, Karaoke and Sing A-long Learning settings:
• Remember Game Settings: Remember the last menu options selected for each game and use the next time the game is played. • Remove Swear Words: Rename players who enter their name as a swear word. • Demo Sequences: Allow game demos to be shown when the main games menu has been inactive for a period of time. • Target Group: Adjust game labels to be appropriate for the target group. • Games Key Click Volume: Play an audible bleep each time the remote control is used within the games module. • Games Music Vol: adjust game volume. • Restore Default Settings: select to restore all default settings. • Check Batteries: check if batteries are charged. • Re-Poll Transponders: scans for active controllers. • Configure Education Menu: Allows custom configuration of Education Menu.	• Karaoke Key Click Volume: Play an audible bleep each time the remote control is used within the karaoke module. • Karaoke Volume: Change the volume of the music in karaoke mode. • Microphone Volume: Change the volume of the microphones in karaoke mode. • Foreground Music Volume: Change the volume of the foreground music. • Background Music Volume: Change the volume of the background music. • Default lead: Default lead voice level used in karaoke voice correction facility. • Default harmony: Default harmony voice level used in karaoke voice correction facility. • Restore Default Settings: select to restore all default settings.

Once completed, select '**EXIT**' to return to main menu screen.

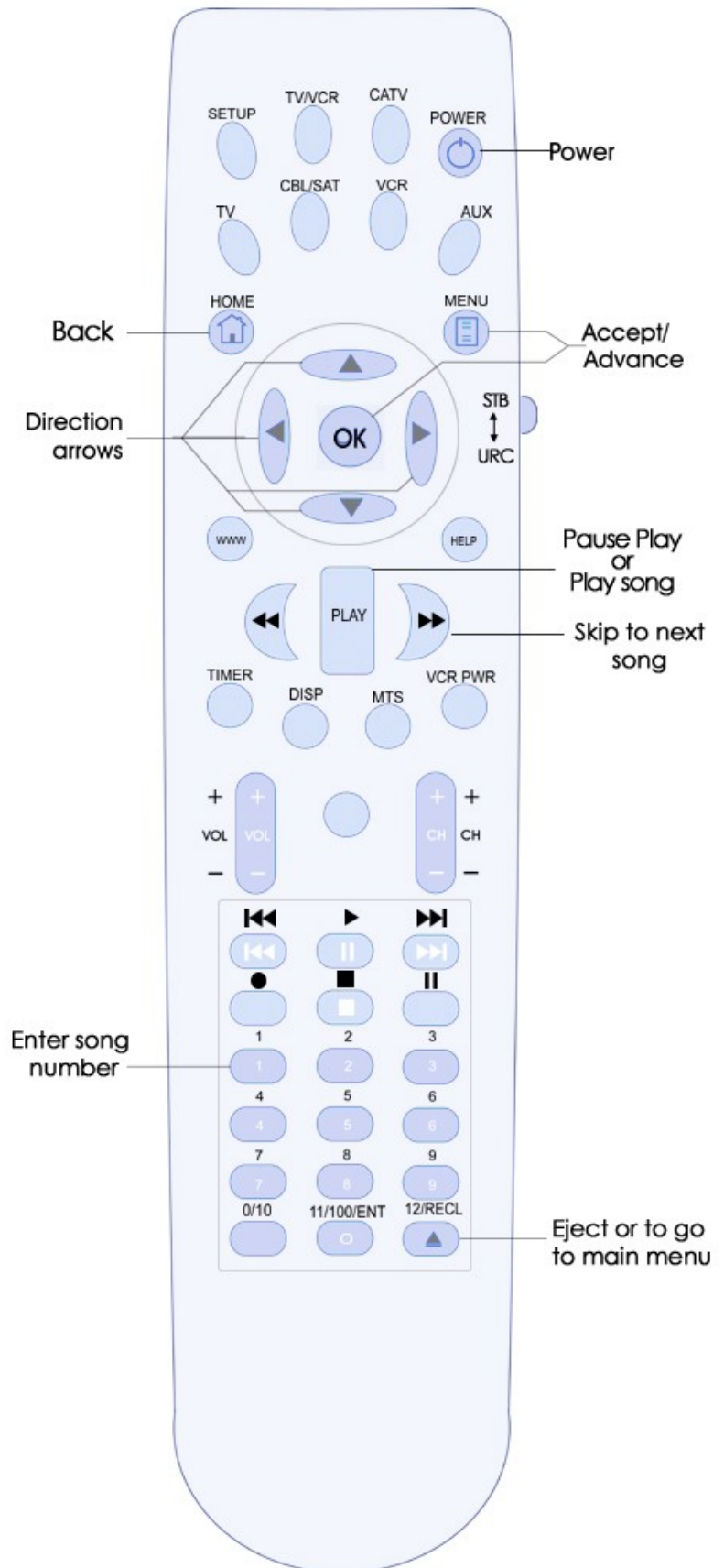
Start Up

Switch on power  and wait for start up screen.

Ensure that the switch(on the right of the remote) is set to STB.

Select one of the Educational  icons, using the  direction arrows.

Press the  button on the highlighted icon to start that option.



Normal power on/off should be done by pressing the power  button.

Games Menu Screen (use remote)



The games menu allows the operator to select which game to play. Use the  direction buttons to move the cursor between games. When the cursor moves down from the lower row, more games are displayed. Similarly moving up from the top row reveals previous rows of games.

Pressing the  button will start the game highlighted by the cursor.

The music volume can be adjusted on the game menu screen using the  buttons.

The  button will return to the main menu screen, as will selecting the main menu games icon (confirmation is required).

Education Configuration Screen (use remote)

The configuration screen adjusts the settings for every single-player game. To get to the configuration screen you must first go to the games **main menu screen**. Using the remote, type in the **configuration code** which is:

1 4 7 8 9

Navigate through the onscreen options by pressing   on the remote.

Select which game you want to adjust the settings for by first selecting 'Change Game'. Press  to go to next the game, or press  to go to the previous game.

On selection, you are able to adjust the game settings.

- Select Key Stage: Key stage 1 (5-7 years old)
Key stage 2 (7-11 years old)
Key stage 3 (11-14 years old)
Key stage 4 (15-16 years old)
Post 16
- Select values for each game
- Selecting '**Restore Default**', will revert back to the original settings.

Once completed, select '**DONE**' to return to main menu screen.

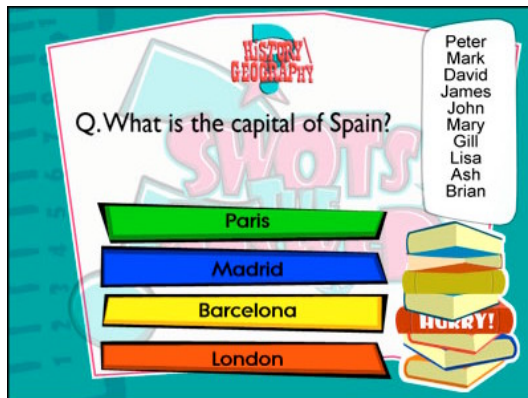
Multi-person Quizzes

Swots The Answer

Category: Various

Players: Up to 30 players

Overview



A traditional quiz where each player answers a series of questions. Up to 30 players (or teams) can compete. Questions are chosen from a variety of categories with three levels of difficulty. All aspects of the quiz can be tailored to the player's preference.

Press the coloured button corresponding to your selected answer to each question. The score of each player is tracked to determine the winner.

Fastest response times determine the winner if the scores are level between two players.

Choose Categories Screen – use remote

Use the  arrows to highlight a category. Select or deselect each category with the  button.

The  button switches all categories on or off.

Press the  button on 'CONTINUE' to move on (at least one category must be selected). The categories are:

- Sport
- Music
- History/Geography
- Art/Literature
- General Knowledge
- Football
- Food/Drink
- Entertainment
- Science/Technology

Operator Controls – use remote

-  button - adjust the music level during the game
-  button - eject/quit the current game (confirmation required)
-  button - accept or continue
-  button - pauses the quiz at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the  buttons to highlight an item and the  button to change.

- Game type - Change the current game (choose quiz screen).
- Interactive - Determines if the game is played through control pads or using pen and paper.
- Show answers - Choose whether to show answers after each question or at the end of the quiz.
- Show placing - ('Interactive', shows answers after each question) Show latest scores after a number of questions.
- Number of questions - Sets the total number of questions in the quiz.
- Difficulty - Set question difficulty (Easy, medium, hard, or normal (combination of easy, medium, hard)).
- Game speed - The maximum time allowed to answer each question before moving to the next ('Wait for user' requires the operator to press a key when ready to move to the next question).
- Interval - Pause the game after each question, after half the questions or not at all.
- Select questions - Choose question set.
- Select categories - Change the game categories ('Choose categories' screen).
- Play Information - Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.
- Control button help - Turn interactive button help on or off.

Player Controls

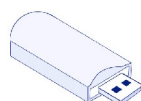


When answering questions:

- **Press the coloured button corresponding to your selected answer.**

Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.

Note: If a person leaves the game once it has started, the controller can remove them from the game by pressing the  button on the remote.



This game allows you to use your own question-list. Go to the web site: www.questionmanager.co.uk and create a spreadsheet of questions (see page 70). Save the questions as a data file(.dat) into a folder called 'questions' on the USB storage device. Plug the USB storage device into the USB port on the back of the KIT machine to use the question list (see page 88 for more information).

3 Strikes and you're out

Category: Various

Players: Up to 30 players

Overview



The fastest person to answer the first question begins the game. This person (nominator) chooses a player to answer the next question (nominated).

If the nominated player gets the question wrong then they lose a strike and the nominator may choose another player for the next question. If the nominated player gets the question correct, they become the nominator and may choose the next player to be nominated.

Players are eliminated when they have no lives left. Play continues until only the winner remains.

Choose Categories Screen – use remote

Use the  arrows to highlight a category. Select or deselect each category with the  button.

The  button switches all categories on or off.

Press the  button on 'CONTINUE' to move on (at least one category must be selected). The categories are:

- Sport
- Music
- History/Geography
- Art/Literature
- General Knowledge
- Football
- Food/Drink
- Entertainment
- Science/Technology

Operator Controls – use remote

-  button - adjust the music level during the game
-  button - eject/quit the current game (confirmation required)
-  button - accept or continue

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the   buttons to highlight an item and the  button to change.

- Game type - Change the current game (choose quiz screen).
- Number of strikes - Change the number of lives each player is granted at the start of the game.
- Play type - Change the rules used in the game:
 1. Normal - Lives are lost only for incorrect answers.
 2. Challenger - The person nominating a player who gets a question correct loses a life.
 3. Time carried - Lives are lost according to the time taken to answer a question .
- Game speed - The maximum time allowed to answer each question before moving to the next ('Wait for user' requires the operator to press a key when ready to move to the next question).
- Difficulty - Set question difficulty (Easy, medium, hard, or normal (combination of easy, medium, hard)).
- Select questions - Choose question set.
- Select categories - Change the game categories ('Choose categories' screen).
- Play Information - Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.
- Control button help - Turn interactive button help on or off.

Player Controls

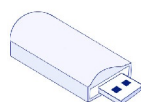


When answering questions:

- Press the coloured button corresponding to your selected answer.

When nominating:

- Use up/down [DIRECTION ARROWS] to highlight names.
- Use [RED] button to select player.



This game allows you to use your own question-list. Go to the web site: www.questionmanager.co.uk and create a spreadsheet of questions (see page 70). Save the questions as a data file(.dat) into a folder called 'questions' on the USB storage device. Plug the USB storage device into the USB port on the back of the KIT machine to use the question list (see page 88 for more information).

Outcast

Category: Various

Players: Up to 30 players

Overview



Players are asked questions in sequence until each has been asked the correct number of questions chosen for a round. At the end of a round, players may vote for a player they want to eliminate from the game. If voting is turned off when the weakest player (based on number of correct/incorrect answers and response times) is eliminated. This continues until two players remain.

The last two players enter a playoff. Each player is asked 5 questions - the player who answers the most correctly wins the game. In the case of a draw, further questions are asked until a winner is found.

Choose Categories Screen – use remote

Use the  arrows to highlight a category. Select or deselect each category with the  button.

The  button switches all categories on or off.

Press the  button on 'CONTINUE' to move on (at least one category must be selected). The categories are:

- Sport
- Music
- History/Geography
- Art/Literature
- General Knowledge
- Football
- Food/Drink
- Entertainment
- Science/Technology

Operator Controls – use remote

-  button - adjust the music level during the game
-  button - eject/quit the current game (confirmation required)
-  button - accept or continue
-  button - pauses the quiz at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the  buttons to highlight an item and the  button to change.

- Game type - Change the current game (choose quiz screen).
- Question per player per round - Change number of questions asked per player before voting begins.
- Play type - Change the rules used in the game
 1. Double Up - Money earned drops to the previous level for a wrong answer.
 2. Majority vote banks - Money drops to zero for a wrong answer but can be banked by the group of players when more than 50% choose to bank on a certain question.
- Game speed - The maximum time allowed to answer each question before moving to the next ('Wait for user' requires the operator to press a key when ready to move to the next question).
- Difficulty - Set question difficulty (Easy, medium, hard, or normal (combination of easy, medium, hard)).
- Select questions - Choose question set.
- Voting - Turn voting on or off (when off the weakest player in the previous round is eliminated).
- Select categories - Change the game categories ('Choose categories' screen).
- Play Information - Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.

Player Controls

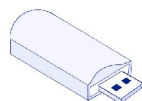


When answering questions:

- Press the coloured button corresponding to your selected answer.
- Press any shoulder button [L1,R1] to elect to bank points.

When voting off players

- Use [DIRECTION ARROWS] to move the cursor over the player area you wish to eliminate.



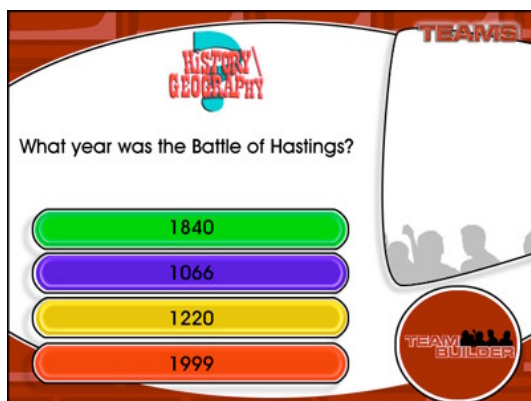
This game allows you to use your own question-list. Go to the web site: www.questionmanager.co.uk and create a spreadsheet of questions (see page 70). Save the questions as a data file(.dat) into a folder called 'questions' on the USB storage device. Plug the USB storage device into the USB port on the back of the KIT machine to use the question list (see page 88 for more information).

Team Builder

Category: Various

Players: Up to 30 players

Overview



At the start of the game the first category is shown. Each team selects a player to answer questions on this category. When players are ready a number of questions are asked on the current category.

Once complete a new category is chosen and this process is repeated until questions have been asked about each chosen category.

Choose Categories Screen – use remote



Use the arrows to highlight a category. Select or deselect each category with the OK button.

The home button switches all categories on or off.

Press the OK button on 'CONTINUE' to move on (at least one category must be selected). The categories are:

- Sport
- Music
- History/Geography
- Art/Literature
- General Knowledge
- Football
- Food/Drink
- Entertainment
- Science/Technology

Operator Controls – use remote



- button - adjust the music level during the game



- button - eject/quit the current game (confirmation required)



- button - accept or continue



- button - pauses the quiz at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the   buttons to highlight an item and the  button to change.

- Game type - Change the current game (choose quiz screen).
- Questions per category - Change number of questions asked per category.
- Game speed - The maximum time allowed to answer each question before moving to the next ('Wait for user' requires the operator to press a key when ready to move to the next question).
- Difficulty - Set question difficulty (Easy, medium, hard, or normal (combination of easy, medium, hard)).
- Select questions – Choose question set.
- Select categories - Change the game categories ('Choose categories' screen).
- Play Information - Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.
- Control button help

Player Controls

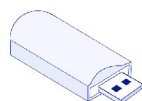


When answering questions:

- **Press the coloured button corresponding to your selected answer.**

Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.

Note: If a person leaves the game once it has started, the controller can remove them from the game by pressing the  button on the remote.



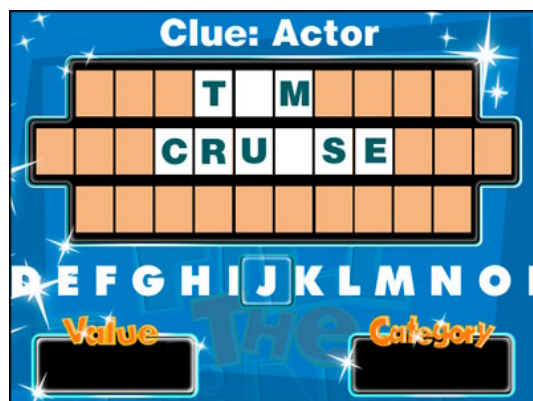
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Fill The Blanks

Category: Various

Players: Up to 30 players

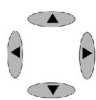
Overview



Up to 30 players compete to answer a question in the fastest time.

The fastest player then selects letters from the scrolling row of letters, to try and fill the blanks and solve the clue.

Choose Categories Screen – use remote



Use the arrows to highlight a category. Select or deselect each category with the  button.

The  button switches all categories on or off.

Press the  button on 'CONTINUE' to move on (at least one category must be selected). The categories are:

- Sport
- Music
- History/Geography
- Art/Literature
- General Knowledge
- Football
- Food/Drink
- Entertainment
- Science/Technology

Operator Controls – use remote



- Adjust the music level during the game



- button - Eject/Quit the current game (confirmation required)



- button - Accept or continue



- button - pauses the quiz at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the  buttons to highlight an item and the  button to change.

- Game Speed - The maximum time allowed to answer each question before moving to the next ('Wait for user' requires the operator to press a key when ready to move to the next question).
- Difficulty - Set question difficulty (Easy, medium, hard, or normal (combination of easy, medium, hard)).
- Number of phrases - Set the number of phrases.
- Scoring method.
- Choose letters.
- Select questions.
- Select puzzles.
- Select categories - Change the game categories ('Choose categories' screen).
- Play Information - Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.
- Control button help.

Player Controls



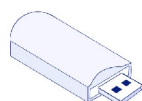
When answering questions:

- Press the coloured button corresponding to your selected answer.

When selecting letters:

- Press left/right [DIRECTION ARROWS] to scroll through letters.
- Use [RED] button to select letter.

Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.



This challenge allows you to use your own conundrum-list. To do so create a list of words using 'Notepad' or 'Word' and save as a text file (.txt) and save in a folder called 'conundrums'. Plug the USB storage device into the PC and save the file onto it. Plug the USB storage device into the USB port on the back of the KIT machine to use the conundrum list (see page 88 for more information).

Snakes and Ladders

Category: Various

Players: Up to 30 players

Overview



A 30 player game where a question is displayed and the fastest player or team to answer the question rolls the dice to determine a move on the board.

Landing on a ladder will move you up the board to the top of the ladder but landing on a snake will take you down the board!

Landing on 'special question squares' can either allow the player or team to move forward or it can make them move backwards.

The first player or team to 100 is the winner.

Choose Categories Screen – use remote

Use the  arrows to highlight a category. Select or deselect each category with the  button. The  button switches all categories on or off. Press the  button on 'CONTINUE' to move on (at least one category must be selected). The categories are:

- Sport
- Music
- History/Geography
- Art/Literature
- General Knowledge
- Football
- Food/Drink
- Entertainment
- Science/Technology

Operator Controls – use remote

-  Adjust the music level during the game
-  button - Eject/Quit the current game (confirmation required)
-  button - Accept or continue
-  button - pauses the quiz at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the  buttons to highlight an item and the  button to change.

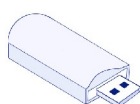
- Game Speed - The maximum time allowed to answer each question before moving to the next ('Wait for user' requires the operator to press a key when ready to move to the next question).
- Wait Remaining Question Time - Select 'Yes' or 'No'.
- Difficulty - Set question difficulty (Easy, medium, hard, or normal (combination of easy, medium, hard)).
- Select questions.
- Select categories - Change the game categories ('Choose categories' screen).
- Control button help.
- Ask Questions - Questions are asked either randomly or sequentially.
- Scoring Type - Choose which player gains control of the board, either by best individual or team score.

Player Controls



When answering questions:

- **Press the coloured button corresponding to your selected answer**



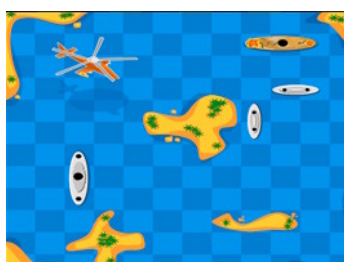
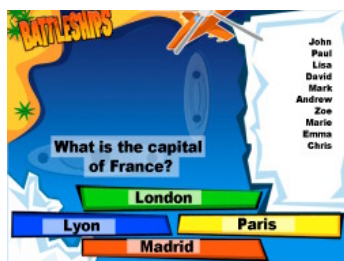
This game allows you to use your own question-list. Go to the web site: www.questionmanager.co.uk and create a spreadsheet of questions (see page 70). Save the questions as a data file(.dat) into a folder called 'questions' on the USB storage device. Plug the USB storage device into the USB port on the back of the KIT machine to use the question list (see page 88 for more information).

Battleships

Category: Various

Players: Up to 30 players

Overview



Up to 30 player game where the fastest player or team to answer a question correctly wins the chance to navigate an helicopter over the water and guess where an opponent's ship is and destroy it.

The player or team with ships left when all other opponents' ships have been destroyed is the winner.

Choose Categories Screen – use remote



Use the arrows to highlight a category. Select or deselect each category with the  button.

The  button switches all categories on or off.

Press the  button on 'CONTINUE' to move on (at least one category must be selected). The categories are:

- Sport
- Music
- History/Geography
- Art/Literature
- General Knowledge
- Football
- Food/Drink
- Entertainment
- Science/Technology

Operator Controls – use remote



- Adjust the music level during the game



- button - Eject/Quit the current game (confirmation required)



- button - Accept or continue



- button - pauses the quiz at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the  buttons to highlight an item and the  button to change.

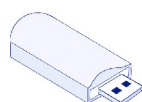
- Game Speed - The maximum time allowed to answer each question before moving to the next ('Wait for user' requires the operator to press a key when ready to move to the next question).
- Wait Remaining Question Time - Select 'Yes' or 'No'.
- Difficulty - Set question difficulty (Easy, medium, hard, or normal (combination of easy, medium, hard)).
- Select questions.
- Select categories - Change the game categories ('Choose categories' screen).
- Control button help.
- Ask Questions - Questions are asked either randomly or sequentially
- Scoring Type - Choose which player gains control of the board, either by best individual or team score.
- Player Type - Choose a team or individual player game.
- Board Size - Change the size of the board.

Player Controls



When answering questions:

- **Press the coloured button corresponding to your selected answer.**



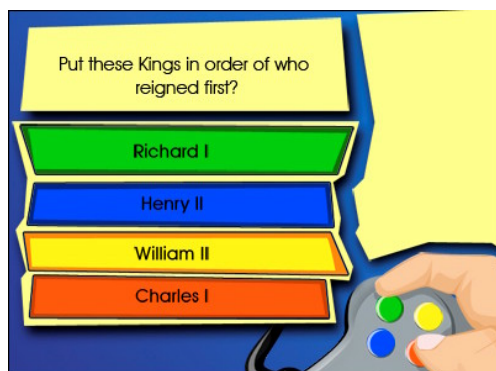
This game allows you to use your own question-list. Go to the web site: www.questionmanager.co.uk and create a spreadsheet of questions (see page 70). Save the questions as a data file(.dat) into a folder called 'questions' on the USB storage device. Plug the USB storage device into the USB port on the back of the KIT machine to use the question list (see page 88 for more information).

Fastest Finger First

Category: Various

Players: Up to 30 players

Overview



Up to 30 player game where the fastest player to correctly select the 4 options in the relevant order, wins the challenge.

Choose Categories Screen – use remote



Use the arrows to highlight a category. Select or deselect each category with the  button.

The  button switches all categories on or off.

Select 'Use Selected Packs' when you've chosen the question packs you wish to use.

Operator Controls – use remote

-  Adjust the music level during the game
-  button - Eject/Quit the current game (confirmation required)
-  button - Accept or continue
-  button - pauses the quiz at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the  buttons to highlight an item and the  button to change.

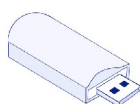
- Number of Questions - Choose the number of questions for this challenge.
- Game Speed - The maximum time allowed to answer each question before moving to the next ('Wait for user' requires the operator to press a key when ready to move to the next question).
- Show Placings - Changes how often the leader board is shown.
- Wait Remaining Question Time - Select 'Yes' or 'No'.
- Player information - Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.
- Pause After Each Question - Choose 'Yes' or 'No'.
- Change categories - Change the game categories ('Choose categories' screen).

Player Controls



When answering questions:

- **Press the coloured buttons in the order you wish to submit your answer.**



This game allows you to use your own ordered-lists. Go to the web site: www.questionmanager.co.uk and create a spreadsheet of ordered lists (see page 70). Save the questions as a data file (.fff) into a folder called 'wordlists' on the USB storage device. Plug the USB storage device into the USB port on the back of the KIT machine to use the list (see page 88 for more information).

Maths Challenges

Don't Tip The Scales

Category: Maths

Players: 1 player

Overview



A mathematical challenge where a player has to arrange the weights so that the scales balance and don't tip!

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**DON'T TIP THE SCALES**' game and set the different values (see page 11 for more details).

Game Settings

Use the   buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



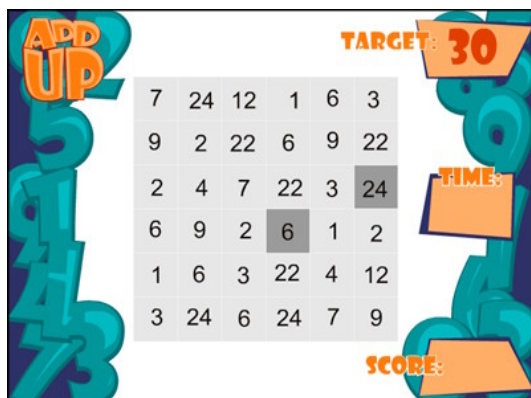
- Use left/right/up/down [DIRECTION ARROWS] to select a weight.
- Use the [RED] button to move the selected weight to the other side.

Add Up

Category: Maths

Players: 1 player

Overview



A mathematical challenge where a player has to select a combination of numbers that add up to the target number.

Win the challenge by using up all the numbers before the clock times out.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'ADD UP' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.
- Maximum value of numbers: Using the directional arrows, choose a maximum value for the target to be.

Player Controls



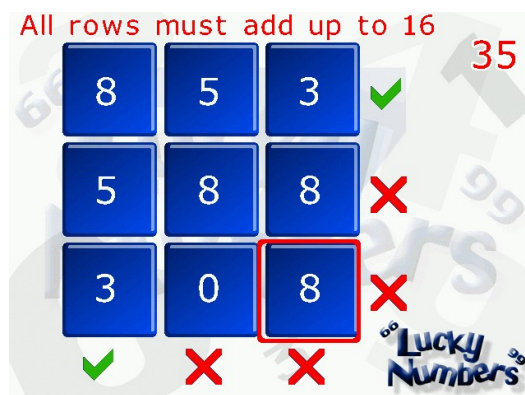
- Use left/right/up/down [DIRECTION ARROWS] to highlight numbers.
- Use [RED] button to select/deselect number.

Lucky Numbers

Category: Maths

Players: 1 Player

Overview



Mathematical challenge where a player arranges the squares, so that each row, vertically and horizontally, adds up to the target number.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'LUCKY NUMBERS' game and set the different values (see page 11 for more details).

Game Settings

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



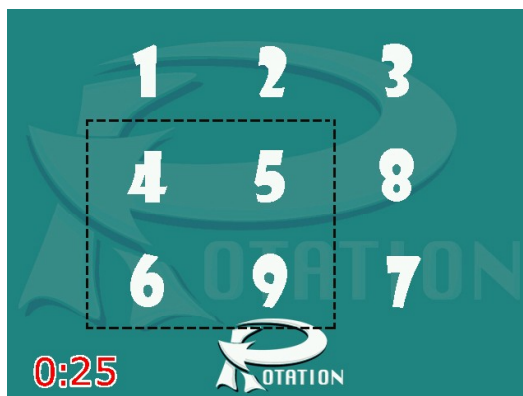
- Use left/right/up/down [DIRECTION ARROWS] to move the selection cursor.
- Use [RED] button to select which squares to swap.

Rotation

Category: Maths

Players: 1 player

Overview



Win the challenge by arranging the numbers into numerical order, using the highlighted cursor.

The numbers within the cursor can be rotated clockwise or anti-clockwise.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**ROTATION**' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



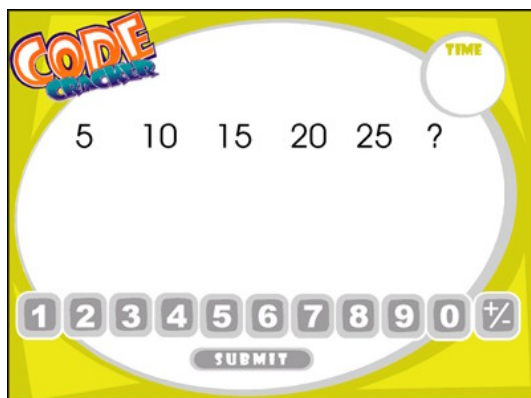
- Use left/right/up/down **[DIRECTION ARROWS]** to move the selection cursor.
- Use **[RED]** button to rotate the numbers within the selected area clockwise.
- Use **[BLUE]** button to rotate the numbers within the selected area anti-clockwise.

Code Cracker

Category: Maths

Players: Up to 30 players

Overview



A mathematical challenge where players have to complete the numbered sequence.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**CODE CRACKER**' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Time limit: Select a time limit of which the challenge will be played.
- Difficulty: Select difficulty from easy, medium, hard.

Player Controls



1 player game:

- Use left/right/up/down [DIRECTION ARROWS] to highlight numbers.
- Use [RED] button to select number.
- Select the submit button to confirm your selection.

Multi-player game:

- Use left/right/up/down [DIRECTION ARROWS] to enter numbers.
 - press [up] for next number
 - press [down] for previous number
 - press [left] to decrease number length
 - press [right] to increase number length

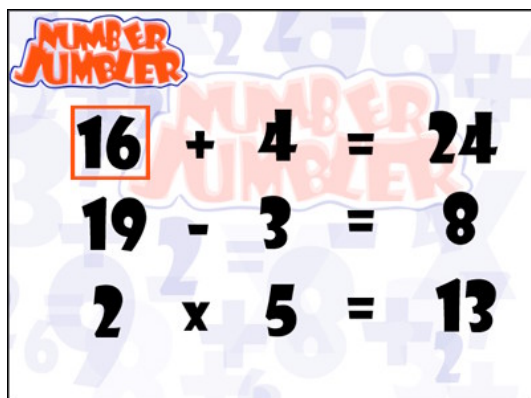
Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.

Number Jumbler

Category: Maths

Players: 1 player

Overview



A mathematical challenge where a player has to arrange the numbers so they add up.

Simply using the cursor, select the numbers you need to swap places.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**NUMBER JUMBLER**' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



- Use left/right/up/down [DIRECTION ARROWS] to move the selection cursor.
- Use [RED] button to select and swap numbers.

Sum Search

Category: Maths

Players: 1 player

Overview



Mathematical challenge where a player has to use the numbers in the grid to calculate a target number.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**SUM SEARCH**' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.
- Number of sums to locate: Select how many sums will be in the challenge.

Player Controls



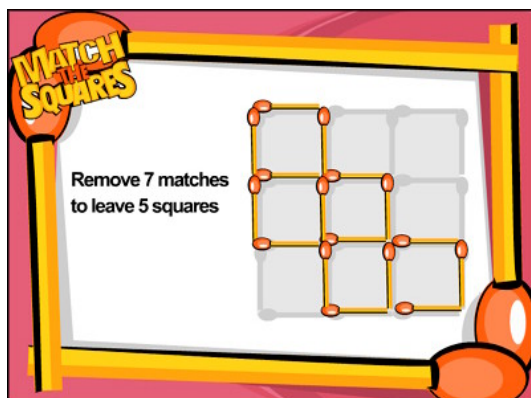
- Use left/right/up/down [DIRECTION ARROWS] to highlight numbers.
- Press the [RED] button at the start and end of the sum.

Match The Squares

Category: Maths

Players: 1 player

Overview



A mathematical challenge where a player wins the challenge by removing an allocated amount of matchsticks to leave a targeted amount of squares.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'MATCH THE SQUARES' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



- Use left/right/up/down [DIRECTION ARROWS] to highlight matchsticks.
- Use [RED] button to select matchstick to be removed.

Good Arrows

Category: Maths

Players: 1 player

Overview



A mathematical challenge where a player has to score 301 with the number of darts allocated, before the clock times out.

Once you have thrown a round of darts, your score is calculated. Before you can throw your next round of darts, you must correctly calculate your new target.

Note: There is no need to finish on a double.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**GOOD ARROWS**' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.
- Number of darts: Select how many throws of the darts are allocated.
- Target score: Select a target to work down from. Eg. 101, 301, 501.

Player Controls



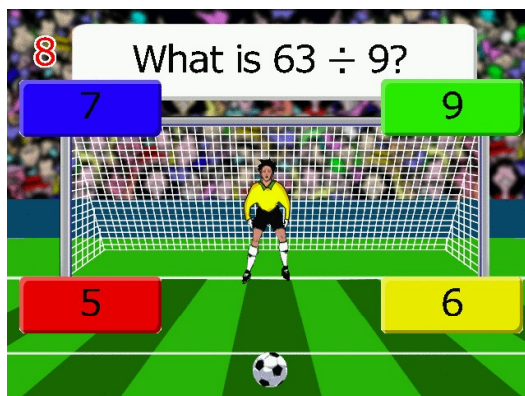
- Use **[RED]** button to aim and throw dart, and also to submit an answer.
- Use up/down **[DIRECTION ARROWS]** to change numbers when calculating next target.
 - press **[down]** to decrease number
 - press **[up]** to increase number

Penalty Shootout

Category: Maths

Players: 1 player

Overview



Beat the goalie in this mathematical challenge, where a player has to correctly answer the sum appearing on screen.

If you answer the sum incorrectly the goalkeeper will save your shot at goal.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**PENALTY SHOOTOUT**' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- **Key stage:** Select which key stage to use. This sets the difficulty of the challenge.
- **Year:** Select which year group the challenge is for.

Player Controls



When answering questions:

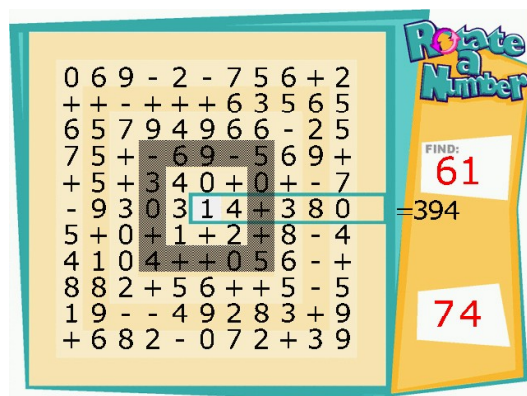
- Press the coloured button corresponding to your selected answer.

Rotate A Number

Category: Maths

Players: 1 player

Overview



A mathematical challenge where a player must create a sum within the blue box that calculates the target number, by rotating the columns of numbers.

Note: Numbers can be put next to each other to create a larger number.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'ROTATE A NUMBER' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



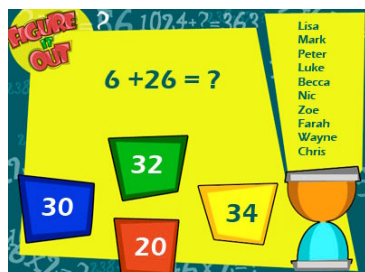
- Use left/right/ [DIRECTION ARROWS] to select which column to rotate.
- Use [BLUE] button to rotate numbers anti-clockwise.
- Use [YELLOW] button to rotate numbers clockwise.

Figure It Out

Category: Maths

Players: Up to 30 players

Overview



A mathematical challenge for up to 30 players, where opponents answer as many sums as possible.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**FIGURE IT OUT**' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Number of questions: Select the number of questions to be shown.
- Game speed: Select the number of seconds to be allocated to each question.
- Year: Select a year group.
- Set difficulty: Choose which sums and values are to be used. You have a choice of: Addition, subtraction, multiplication, division, prime numbers, square numbers, factors, square routes, algebra and odd/even numbers. With exception to multiplication and division, you must also enter a 'minimum' and 'maximum' value for the answer to fall between. With multiplication and division, the 'minimum' and 'maximum' values specify the number you will chose to multiply or divide by.
- Wording: Choose from 'Traditional' or 'Dynamic'
- Show placings: Select how often results/placings are to be shown.
- Play Information: Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.

Player Controls



When answering questions:

- Press the coloured button corresponding to your selected answer.

Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.

Using the remote:

-  button - pauses the quiz at the end of current question.

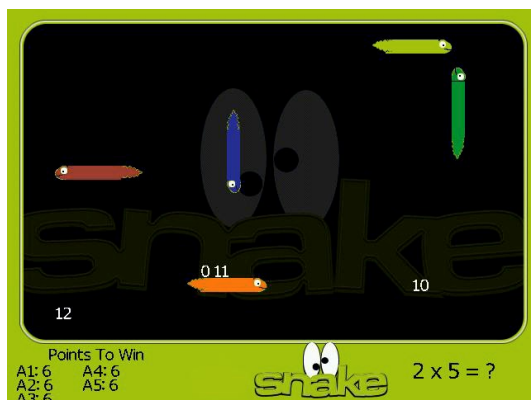
Note: If a person leaves the game once it has started, the controller can remove them from the game by pressing the  button on the remote.

Snake

Category: Maths

Players: 10 players

Overview



A maths challenge where players control their snake to eat up the correct answer for the sum shown at the bottom of the screen.

The first player to eat the target number of correct answers wins the game.

Game Set-up

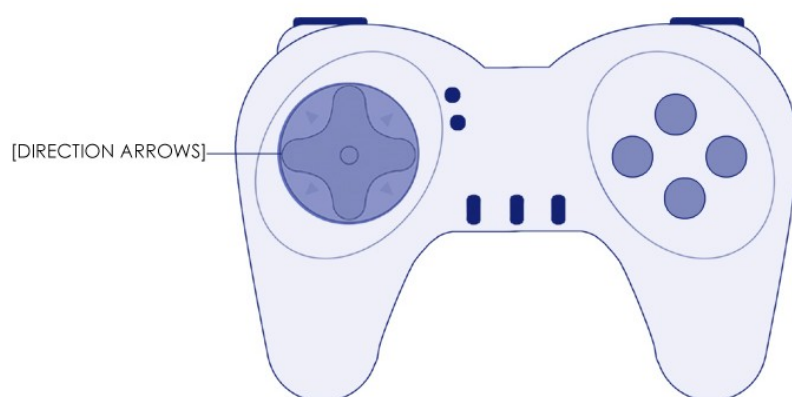
Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'SNAKE' game and set the different values (see page 11 for more details).

Game Settings

Use the   buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Number of targets: Adjust the number of correct answers required to win the game.
- Minimum Sum Value: Change the lowest value that the sum's answer can be.
- Maximum Sum Value: Change the highest value that the sum's answer can be.

Player Controls



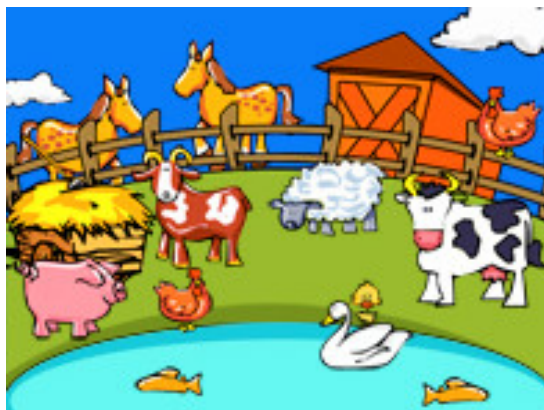
- Use left/right/up/down [DIRECTION ARROWS] to control the direction of your snake.

Down on the Farm

Category: Maths

Players: Up to 30 players

Overview



A reception class mathematical challenge for up to 30 players, where players must count the animals onscreen.

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Game speed: select how long players have to answer each question.
- Number of questions: select how many questions are to be shown.
- Show placings: select when to show placings.
- Display answers: select to display answers as figures, or as numbers.
- Play Information: select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.

Player Controls



When answering questions:

- **Press the coloured button corresponding to your selected answer.**

Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.

Using the remote:

-  button - pauses the quiz at the end of current question.

Note: If a person leaves the game once it has started, the controller can remove them from the game by pressing the  button on the remote.

Literacy Challenges

Word Search

Category: Literacy

Players: 1 player

Overview



A Literacy challenge where a player must find the targeted words within the word search.

Select the first and last letter of the word to highlight it.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**WORDSEARCH**' game and set the different values (see page 11 for more details).

Game Settings

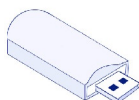
Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.
- Number of words to locate: Select how many words to be hidden in the wordsearch.

Player Controls



- Use left/right/up/down **[DIRECTION ARROWS]** to move the selection cursor.
- Use **[RED]** button to make selection.



This challenge allows you to use your own wordlist. To do so create a list of words using 'Notepad' or 'Word' and save as a text file(.txt), in a folder called 'wordlists'. Plug the USB storage device into the PC and save the file onto it. Plug the USB storage device into the USB port on the back of the KIT machine to use the word list (see page 88 for more information).

Anagram

Category: Literacy

Players: Up to 30

Overview



A Literacy challenge where players must solve the anagram by selecting and swapping letters before the clock times out.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'ANAGRAM' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

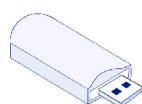
- Time limit: Select a time limit of which the challenge will be played.
- Select puzzle: Select category from a list of topics.

Player Controls



- Use left/right/up/down [DIRECTION ARROWS] to select letters which are to be swapped.
- Use [RED] button to activate the swap.
- Use [BLUE] button to reshuffle the anagram.

Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.



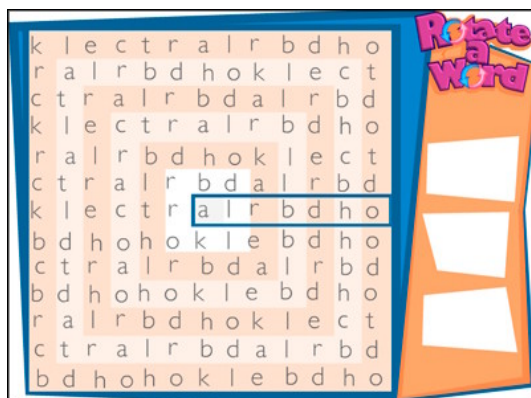
This challenge allows you to use your own conundrum-list. To do so create a list of words using 'Notepad' or 'Word' and save as a text file (.txt) and save in a folder called 'conundrums'. Plug the USB storage device into the PC and save the file onto it. Plug the USB storage device into the USB port on the back of the KIT machine to use the conundrum list (see page 88 for more information).

Rotate A Word

Category: Literacy

Players: 1 player

Overview



A Literacy challenge where a player must create a word which fills the blue box, by rotating the columns of letters.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'ROTATE A WORD' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.

Player Controls



- Use left/right/up/down [DIRECTION ARROWS] to select which column to rotate.
- Use [BLUE] button to rotate letters anti-clockwise.
- Use [YELLOW] button to rotate letters clockwise.

Hangman

Category: Literacy

Players: 1 Player

Overview



Traditional hangman game, where you win the challenge by guessing the answer to the clue before your man is hung.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'HANGMAN' game and set the different values (see page 11 for more details).

Game Settings

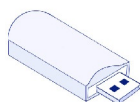
Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



- Use left/right/up/down [DIRECTION ARROWS] to move the selection cursor.
- Use [RED] button to select a letter from the letters grid.



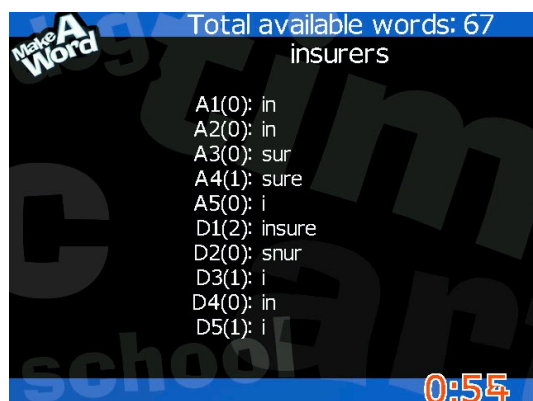
This challenge allows you to use your own conundrum-list. To do so create a list of words using 'Notepad' or 'Word' and save as a text file (.txt) and save in a folder called 'conundrums'. Plug the USB storage device into the PC and save the file onto it. Plug the USB storage device into the USB port on the back of the KIT machine to use the conundrum list (see page 88 for more information).

Make A Word

Category: Literacy

Players: 30 Player

Overview



Players are given a word. Using the letters from this word, players must create as many other words as possible.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'MAKE A WORD' game and set the different values (see page 11 for more details).

Game Settings

Use the   buttons to highlight an item and the  button to change its settings.

- Time Limit: you are able to set a time limit on how long players have to create words.
- Scoring: options available are - one point per letter, or one point per word.
- Minimum word size: Select the minimum number of characters the anagram must consist of.

Player Controls



- Use UP/DOWN [DIRECTION ARROWS] to scroll through available letters.
- Use LEFT/RIGHT [DIRECTION ARROWS] to move to next or previous letter.
- Use [RED] button to submit new word.

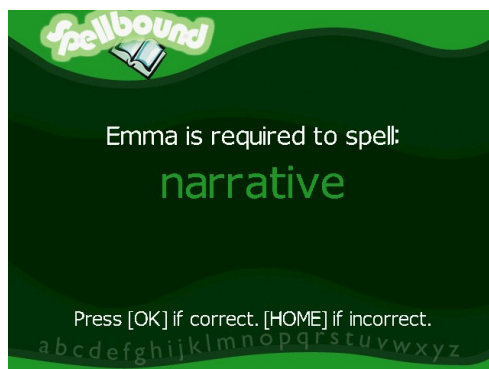
Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.

Spellbound

Category: Literacy

Players: Up to 30 players

Overview



Up to 30 player game where each player takes it in turn to spell a given word. **Control pads are not used for this game.** The remote control is used to indicate whether the player got the spelling right or wrong.

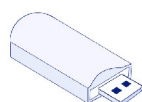
Operator Controls – use remote

-  Adjust the music level during the game
-  button - Eject/Quit the current game (confirmation required)
-  button - Accept or continue
-  button - pauses the quiz at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the   buttons to highlight an item and the  button to change.

- Questions per Player - Choose how many words each player is asked to spell.
- Year - Change the difficulty setting.
- Minimum word length - Sets the minimum number of characters in the word.
- Maximum word length - Sets the maximum number of characters in the word.
- Player information - Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.
- Time Players - Times how long players take to spell the words. This option can be turned 'On' or 'Off'.
- Select word list - Change the source of the words to be used (See below).



This challenge allows you to use your own wordlist. To do so create a list of words using 'Notepad' or 'Word' and save as a text file(.txt), in a folder called 'wordlists'. Plug the USB storage device into the PC and save the file onto it. Plug the USB storage device into the USB port on the back of the KIT machine to use the word list (see page 88 for more information).

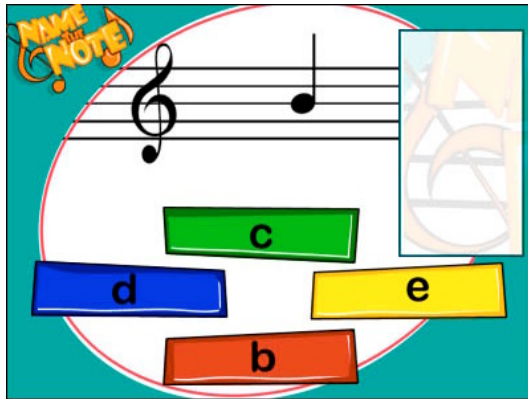
Music Challenges

Name The Note

Category: Music (theory 1)

Players: up to 30 players

Overview



Music notes will be played whilst appearing on screen.

Each player must correctly identify the note by pressing the coloured button corresponding to their selected answer.

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Number of questions: Select the number of questions to be shown.
- Game speed: Select the number of seconds to be allocated to each question.
- Music range: Options being - Treble Clef, Bass Clef, or both.
- Show placings: Select how often results/placings are to be shown.
- Leger lines: Select 'ON' to show notes including those below and above the stave. Select 'OFF' to only show notes upon the stave.
- Play tutorial: Choose YES or NO
- Play Information: Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.

Player Controls



When answering questions:

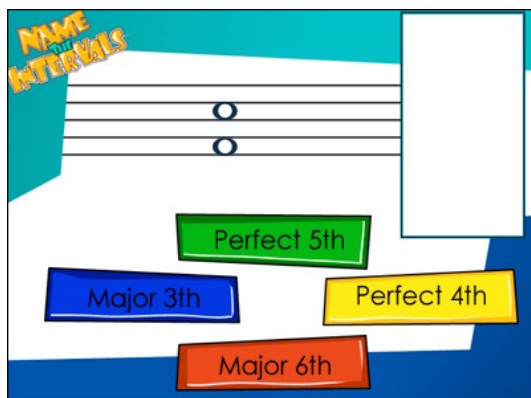
- Press the coloured button corresponding to your selected answer.

Name The Intervals

Category: Music (theory 1)

Players: up to 30 players

Overview



The distance in pitch between any two notes is called an interval.

Music intervals will be shown on-screen.

Using the coloured buttons on the keypads, name the harmonic interval, the lower note being the key note.

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Number of questions: Select the number of questions to be shown.
- Game speed: Select the number of seconds to be allocated to each question.
- Scale: Options being - major scales only, harmonic minor scales only, or major and harmonic minor scales.
- Show placings: Select how often results/placings are to be shown.
- Maximum note difference: Options being - 5th, or Octave.
- Play tutorial: Choose YES or NO
- Play Information: Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.

Player Controls



When answering questions:

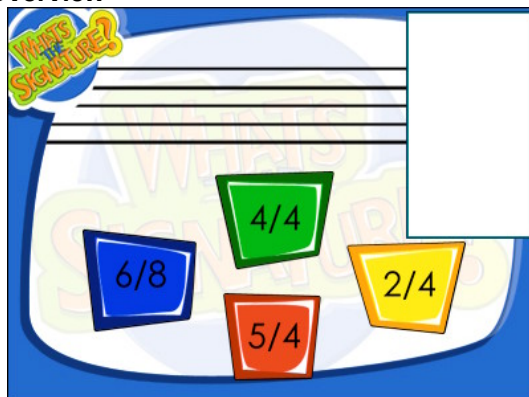
- Press the coloured button corresponding to your selected answer.

What's The Time Signature?

Category: Music (theory 1)

Players: up to 30 players

Overview



Listen to the music.

Count the beats and select the music time signature by pressing the coloured button corresponding to your selected answer.

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Number of questions: Select the number of questions to be shown.
- Game speed: Select the number of seconds to be allocated to each question.
- Show placings: Select how often results/placings are to be shown.
- Play tutorial: Choose YES or NO
- Play Information: Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.

Player Controls:



When answering questions:

- Press the coloured button corresponding to your selected answer.

Using the remote:

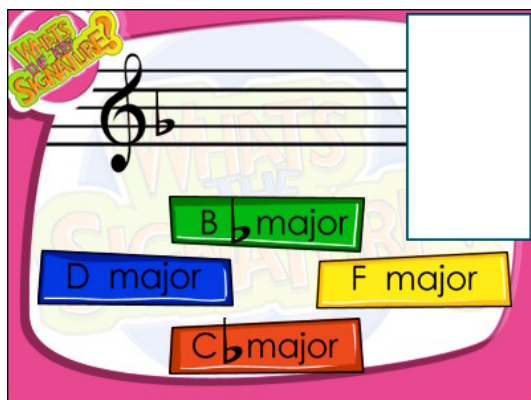
-  button - pauses the quiz at the end of current question.

What's the Key Signature?

Category: Music (theory 1)

Players: up to 30 players

Overview



Using the coloured buttons on the keypads, name the key signature, visible on the staff.

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Number of questions: Select the number of questions to be shown.
- Game speed: Select the number of seconds to be allocated to each question.
- Show placings: Select how often results/placings are to be shown.
- Difficulty: Options being - easy, medium or hard.
- Scale type: Options being - major scales, minor scales, or both major and minor scales.
- Play tutorial: Choose YES or NO
- Play Information: Select 'Show all' to show players progress, or select 'Show limited' which will show only the game leaders.

Player Controls



When answering questions:

- Press the coloured button corresponding to your selected answer.

Using the remote:

-  button - pauses the quiz at the end of current question.

Music Mix

Category: Music

Players: Up to 30 players

Overview



Music Mix combines the other 4 music challenges, and allows up to 30 players to compete at once.

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Questions per quiz (4 quizzes): Select the number of questions per quiz.
- Difficulty: Options being - easy, medium or hard.
- Game speed: Select the number of seconds to be allocated to each question.
- Show placing: Show placing: Select how often results/placing are to be shown.
- Play Information: Select 'Show all' to show players progresses, or select 'Show limited' which will show only the game leaders.

Player Controls



When answering questions:

- Press the coloured button corresponding to your selected answer.

Using the remote:

-  Button - pauses the quiz at the end of current question.

Skill Challenges

Drop Down

Category: Skill
Players: 1 player

Overview



A skill challenges where a player has to direct the chequers, down through the cogs, in numerical order.

Game Set-up

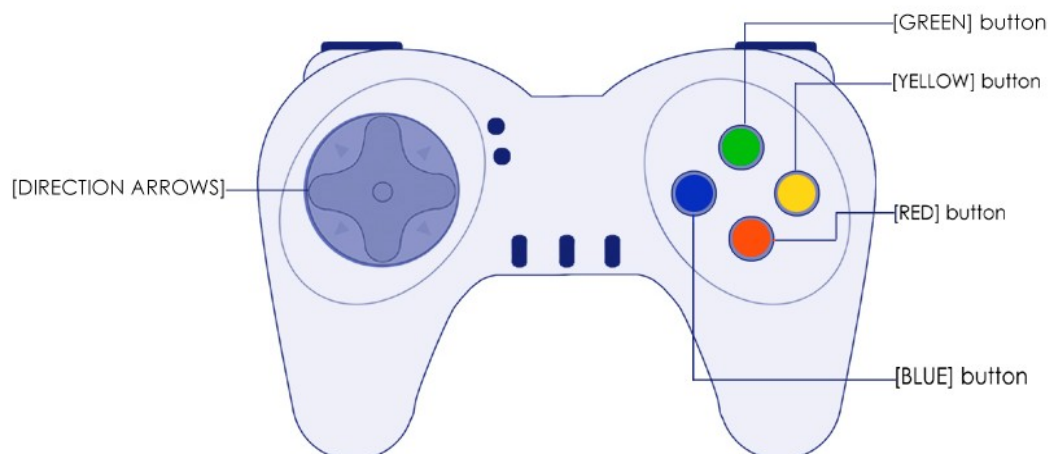
Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**DROP DOWN**' games and set the different values (see page 11 for more details).

Game Settings

Use the   buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.
- Number of counters: Select how many counters will be in the challenge.

Player Controls



- Use [RED] button to select red cog.
- Use [BLUE] button to select blue cog.
- Use [GREEN] button to select green cog.
- Use [YELLOW] button to select yellow cog.
- Use [DIRECTION ARROWS] to rotate selected cog, clockwise or anti-clockwise.

Mix It

Category: Skill/literacy

Players: 1 player

Overview



A skill challenge where a player has to re-arrange the squares to make the original image before the clock times out.

The challenge can also work as a literacy challenge, where as instead of an image being displayed onscreen, words will be shown mixed up and again the squares must be re-arranged to make the original words.

Game Set-up

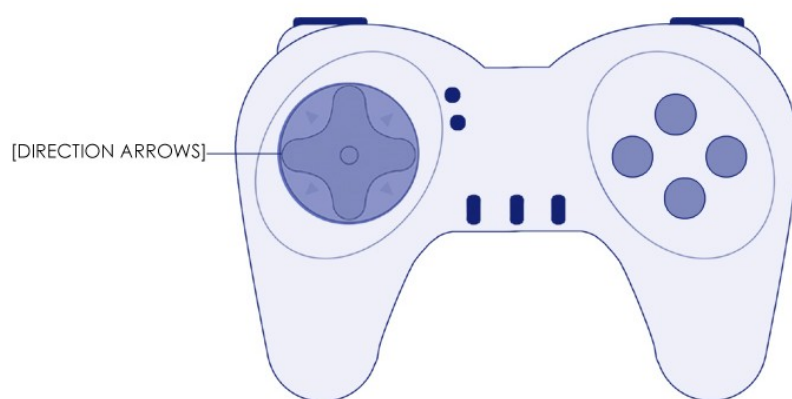
Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'MIX IT' game and set the different values (see page 11 for more details).

Game Settings

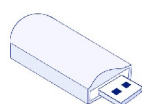
Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



- Use left/right/up/down [DIRECTION ARROWS] to control the direction you want the squares to move.

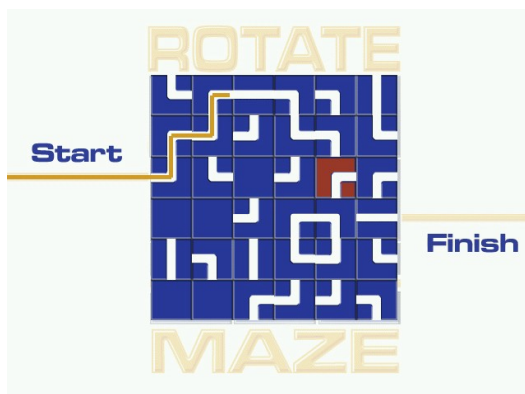


This challenge allows you to use your own wordlist. To do so create a list of words using 'Notepad' or 'Word' and save as a text file(.txt), in a folder called 'wordlists'. Plug the USB storage device into the PC and save the file onto it. Plug the USB storage device into the USB port on the back of the KIT machine to use the word list (see page 88 for more information).

Rotate-A-Maze

Category: Skill
Players: 1 player

Overview



A skill challenge where a player has to rotate the squares to make a path through the maze from start to finish.

You have to direct the line through the maze. If the line reaches a dead-end you lose.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**ROTATE-A-MAZE**' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Game Speed: Controls the speed at which the line travels during the game.

Player Controls



- Use left/right/up/down **[DIRECTION ARROWS]** to highlight which square to rotate.
- Use **[RED]** button to rotate the selected square.

Minesweeper

Category: Skill
Players: 1 player

Overview



A skill challenge where a player must locate hidden mines by clearing the path around them.

Numbers indicate how many adjacent mines there are around a block.

Identify the location of all the mines by flagging their location. Flag all the mines to win the game.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'MINESWEEPER' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Number of Mines: Changes the amount of mines hidden on the board.

Player Controls



- Use left/right/up/down [DIRECTION ARROWS] to highlight which square is selected.
- Use [RED] button to uncover what is hidden behind the square.
- Use [BLUE] button to place a flag on a square.

Memory Challenges

Where's The Pairs?

Category: Memory

Players: 1 player

Overview



A memory challenge where a player has to pair up all the cards until there are none left on the screen, before the clock times out.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the **"WHERE'S THE PAIRS"** game and set the different values (see page 11 for more details).

Game Settings

Use the   buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



- Use left/right/up/down **[DIRECTION ARROWS]** to move the selection cursor.
- Use **[RED]** button to select card to turn over.

CopyCat

Category: Memory

Players: 1 player

Overview



A memory challenge where a player has to remember the order the cats appear on screen, then copy the sequence once it has finished.

Each button on the screen represents the colour on your keypad.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'COPYCAT' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Length of sequence: Select how many sequences the player must remember.
- Number of chances: Select how many chances the player is allowed, to get the sequence correct .

Player Controls



- Press the coloured buttons in the same order as seen on screen.

Symbol Scrambler

Category: Memory

Players: 1 player

Overview



A memory challenge where a player must memorise the arrangement of the symbols and arrange them into their original position.

The big number indicates how many are currently in their correct position.

Use the selection cursor to swap the symbols around until they are all in the correct original position.

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the 'SYMBOL SCRAMBLER' game and set the different values (see page 11 for more details).

Game Settings

Use the  buttons to highlight an item and the  button to change its settings.

- Key stage: Select which key stage to use. This sets the difficulty of the challenge.
- Year: Select which year group the challenge is for.
- Time limit: Select a time limit of which the challenge will be played.

Player Controls



- Use left/right/up/down [DIRECTION ARROWS] to move the selection cursor.
- Use [RED] button to swap the symbols.

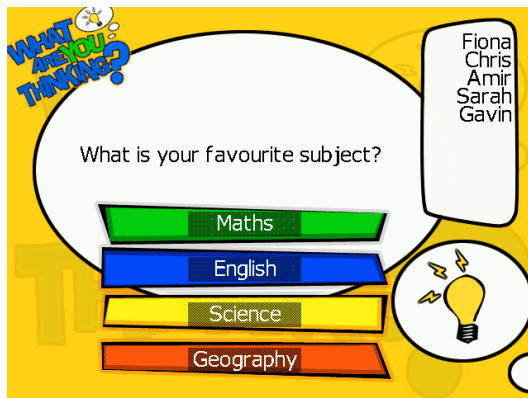
Opinion Polls

What are you thinking?

Category: Various

Players: Up to 30 players

Overview



An opinion poll question facility used to gauge opinions on your customised topics. Up to 30 players can participate. Questions have no right or wrong answer and can be set using the Question manager (see page 72).

Press the coloured button corresponding to your selected answer to each question.

Graphs are shown to display the results of each question.

Operator Controls – use remote

-  button - adjust the music level during the game
-  button - eject/quit the current game (confirmation required)
-  button - accept or continue
-  button - pauses the game at the end of current question.

Game Set-up

The game set-up screen allows the following aspects of the game to be changed. Use the   buttons to highlight an item and the  button to change.

- Number of questions - Displays the number of questions that will be asked.
- Game speed - The maximum time allowed to answer each question before moving to the next.
- Select questions - Choose question set.

Player Controls

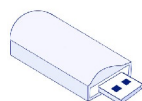


When answering questions:

- **Press the coloured button corresponding to your selected answer.**

Note: If a keypad is not in use while the game is being played, any persons wanting to join in the game are able to do so by pressing the red button on the unused keypad.

Note: If a person leaves the game once it has started, the controller can remove them from the game by pressing the  button on the remote.



This game allows you to use your own question-list. Go to the web site: www.questionmanager.co.uk and create a spreadsheet of questions (see page 72). Save the questions as a data file(.op) into a folder called 'opinions' on the USB storage device. Plug the USB storage device into the USB port on the back of the KIT machine to use the question list (see page 88 for more information).

Exercise Activity

Simon Says

Category: Exercise

Overview



This is a challenge encouraging children to exercise.

Actions will flash up on screen which the children must do e.g.

Simon says "Put your hands on your head"

Simon says "Touch your toes"

If a action is not preceded with the words 'Simon says', the children must not do the action e.g.

"Clap your hands"

Simon will appear on screen to help the children with their tasks, but he may sometimes be wrong!

Game Set-up

Go to the games **main menu screen** and using the remote, type in the **configuration code** which is **1 4 7 8 9**. Select the '**SIMON SAYS**' game and set the different values (see page 11 for more details).

Game Settings

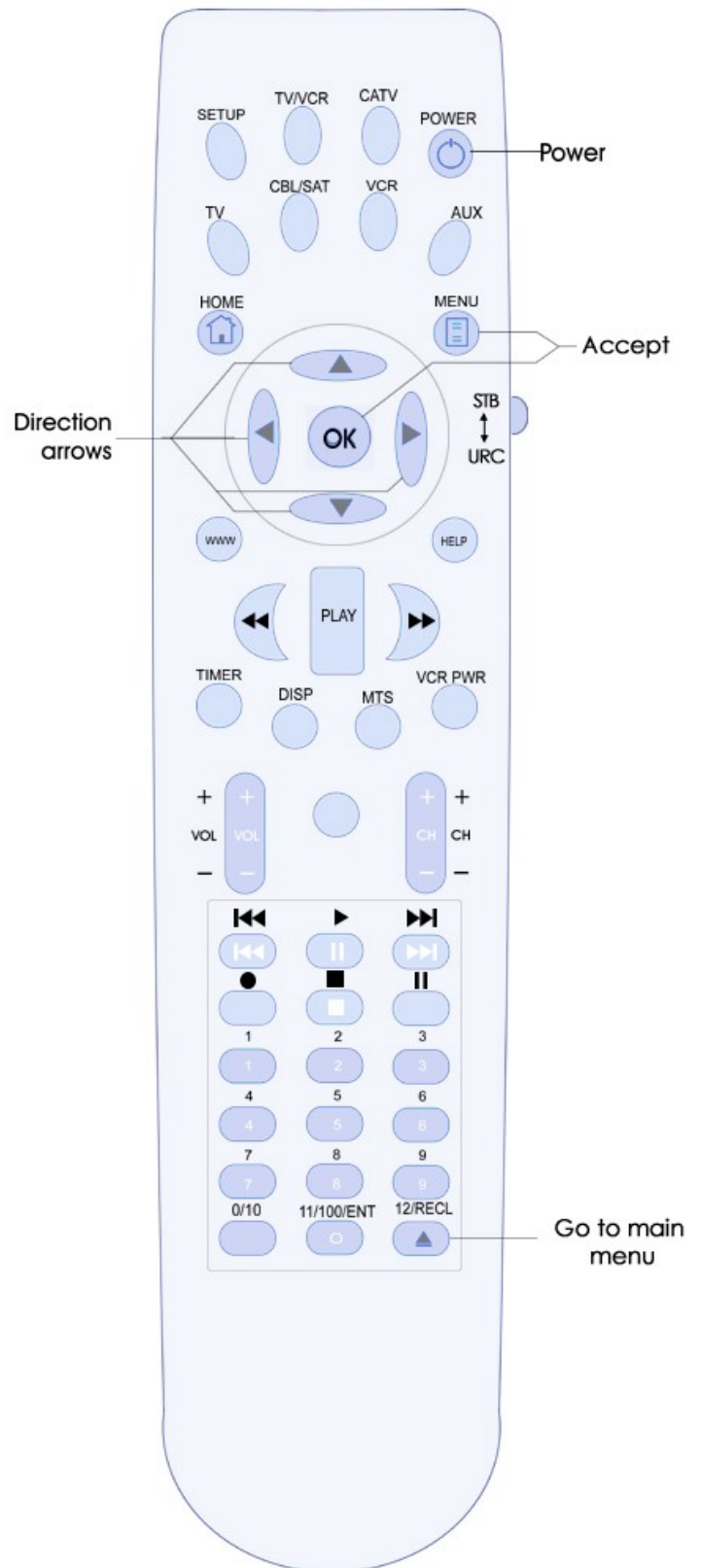
Use the   buttons to highlight an item and the  button to change its settings.

- Challenge Speed: set how fast or slow the challenge is to be played.
- Challenge Length: set how long the challenge is to be played.

Sing-A-Long Learning

Switch on power  and wait for start up screen.

Use the  direction arrows to
select the Sing-A-Long icon 
from the main menu. Press  to
confirm selection.



Sing-A-Long Menu Screen – use remote



The Sing-A-Long menu allows the operator to select which song to play. These items can also be selected from the KS1+2 education menu.



Use the  direction buttons to move the cursor between songs. When the cursor moves down from the lower row, more songs are displayed. Similarly moving up from the top row reveals previous rows of songs.

Pressing the  button will start the song highlighted by the cursor.



The  button will return to the main menu screen, as will selecting the main menu sing along icon (confirmation is required).

You have the option of playing the songs with or without lyrics. Simply toggle between the 2 options.

Current songs include:

10 Green Bottles
10 in a Bed
Humpty Dumpty
5 Little Ducks
10 Fat Sausages
Hey Diddle Diddle
If your happy and you know it
Times Tables (2-12)

1,2,3,4,5 once I caught a fish alive...
The Alphabet Song
I Can Sing a Rainbow
Twinkle, Twinkle Little Star
The Wheels on the Bus
Music Man
Old MacDonald

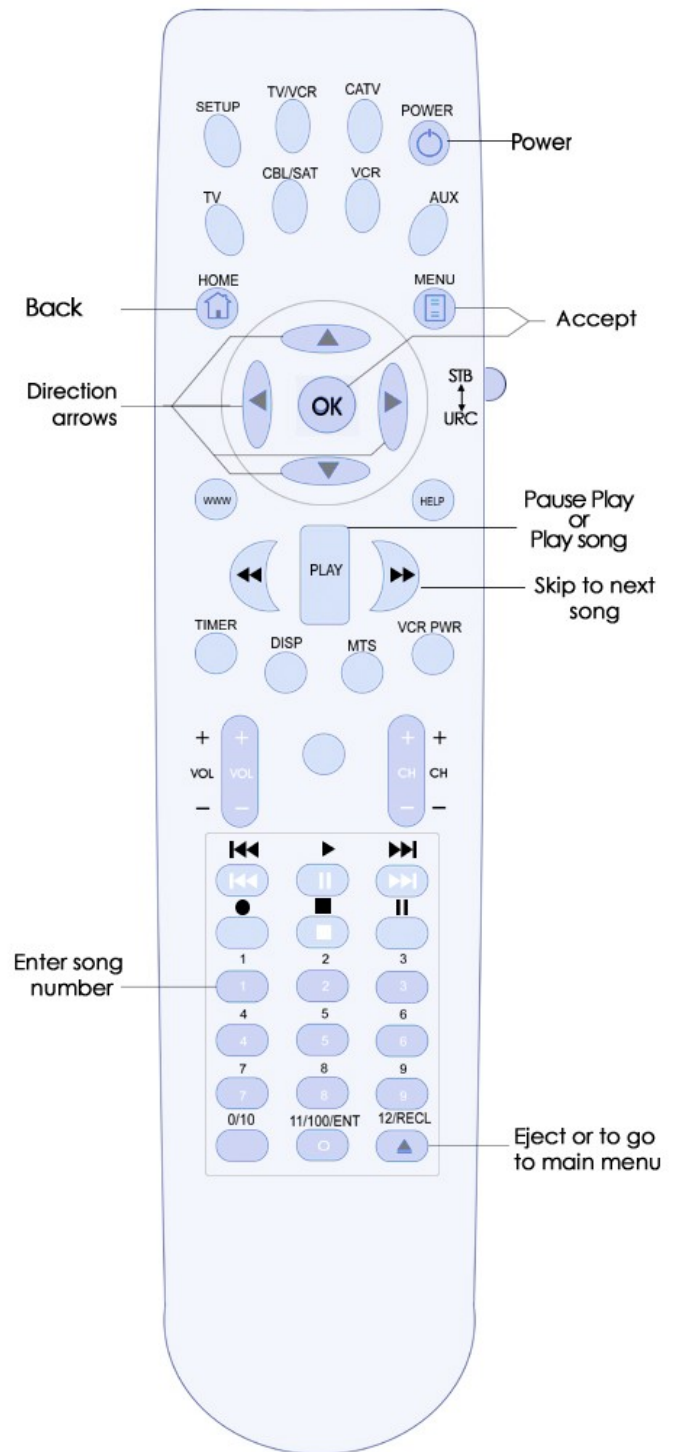
Disco/Jukebox Instructions

NOTE: If you will be using the USB Hard Drive, insert it into the USB port before starting.

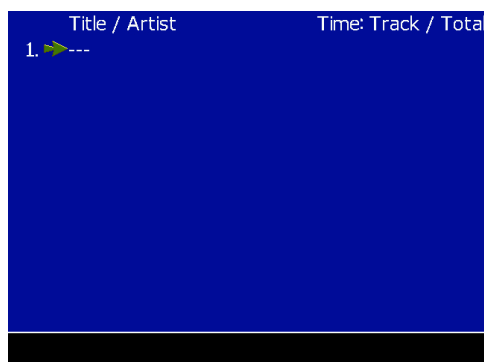
Switch on power  and wait for start up screen.

Use the   direction arrows to select the Disco/Jukebox icon  from the main menu. Press  to confirm selection.

NOTE: If no music is found, ensure the USB Hard Drive device is correctly inserted into the back of the machine.



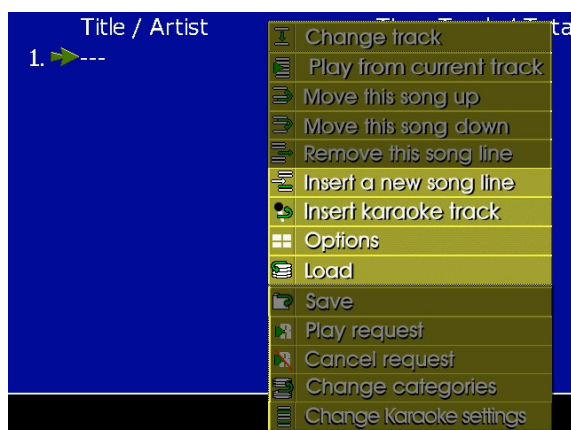
The playlist



Initially the playlist is blank, until songs are added.

The lower part of the screen display is used to show the current and next track, if any have been chosen.

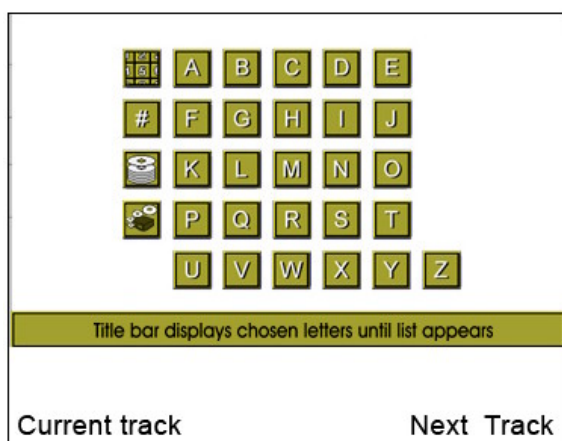
Add a song to the playlist



To add a song to the playlist press the  button to bring up a menu with various options.

The darkened out options are currently unavailable.

Select '**Insert a new song line**'.



Locate the song to be added by selecting letters from the songs title until a single page of entries can be viewed.

Use the  up/down direction arrows to navigate through the list, and press  upon the desired entry.

The selected song is now added to the playlist.

Press the  menu button and continue with the above selection process to add more songs to the playlist.

Alternatively songs can be added to the playlist by selecting the  artist button, which allows you to search for songs by the artist name.

Playing songs from playlist

To start playing the songs which have been put into the playlist, return to the playlist screen, and press



play. Pressing



play a second time will stop the song.

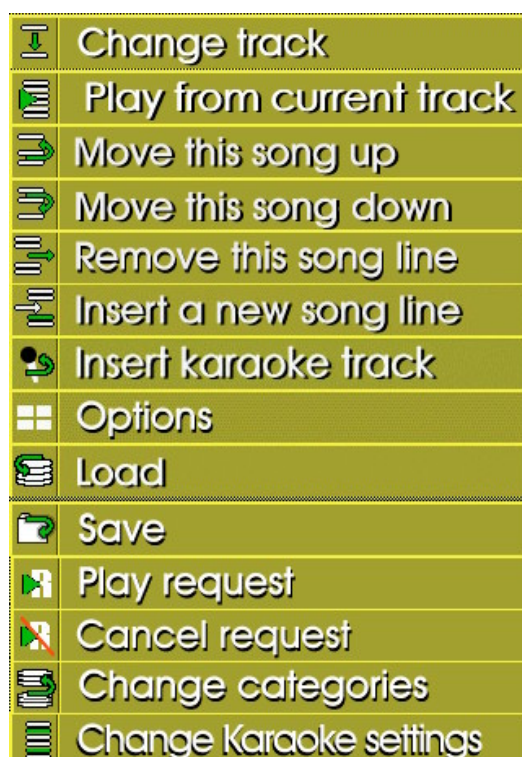
To skip to the next track press . When a set of random tracks are in the playlist, you are able to skip to the next random track by pressing the  button once. To skip all random tracks and to go to the next track in the playlist, press the  button twice.

Music playlists loop back to the start when the end is reached by default.

Selecting a non-empty item in the playlist or using the  button brings up a number of options that can be performed on the playlist.

Playlist options

The options available will vary depending on the number of songs in the playlist, but may include:



Change track:

Allows you to choose a track in the usual way but replaces the selected track in the playlist with this new track.

Play from current track:

Allows you to start playing the playlist, beginning with this track.

Move this song up:

Promotes the track up the playlist one slot.

Move this song down:

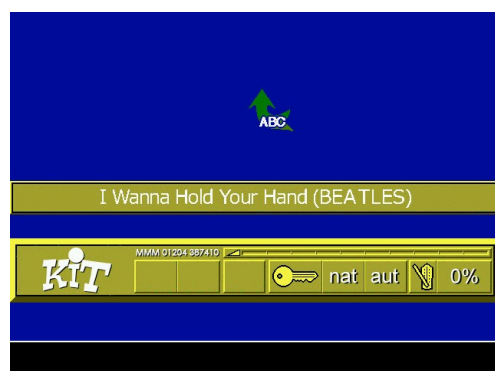
Relegates the track down the playlist one slot.

Remove this song line:

Removes the current item from the playlist.

Insert a new song line:

Allows a new track to be selected and inserted just above the current track.



Insert a karaoke track: Allows a karaoke track to be selected and inserted just above the current track.

When selecting this option you are able to:

Raise and lower the pitch and tempo of the song.

Enable or suppress the main melody line.

Adjust harmony and lead levels.

Choose from 'AUT' or 'VCM'.

AUT - Automatic (choosing automatic means you cannot adjust the Lead or Harmony)

VCM - corrects voice out. Sing in a natural key or choose VCM + or - to sing in a key better suited to your voice.

Options: Brings up a menu which allows the following:

- **Playlist looping to be turned off** - music stops when the bottom of the playlist is reached.
- **The music type to be changed** - foreground/background sound, allows the volume of music playback to be changed.
- **To clear the playlist** - removes all tracks in the current playlist and stops the music if it is playing.
- **Remember search constraints** - allows a search of categorised music.
- **Play music between karaoke songs** - select whether or not to play music between karaoke songs and if so, from what category.
- **Allow adverts** - If adverts are available on the system this option enables them to be turned on or off.
- **Advert delay** - This option allows you to specify whether you want adverts to be shown whilst the music jukebox is playing. Set the delay time for adverts to appear after the playlist has been modified.

Load:

Allows a saved playlist to be recalled. Selecting the load option will display a list of available playlists. Select the desired playlist and this playlist is reloaded. Any current playlist is lost (unless saved first).

Save:

Allows the current playlist to be stored for future use. Choosing the save option will display a list of currently stored playlists. You can either choose to save a new playlist or select a current playlist to overwrite.

Next, enter the filename to store the playlist as, and select the  button when complete. The playlist is now stored for future use.

Play request:

Allows a song to be selected to be played which will not appear in the playlist. Two options allow the song to be played now (any current track will be faded out immediately) or next (the requested song is played as soon as the current track is finished). Requests cannot be queued, so if a requested track is waiting to be played next and then another requested track is chosen to be played next then the first request is lost.

Cancel request:

If a requested track is waiting to be played then this will remove it and music playback will continue to follow the playlist order.

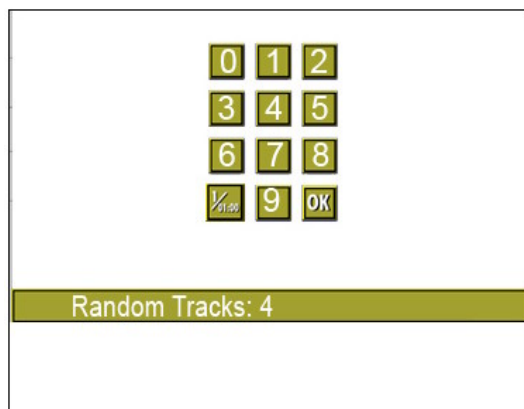
Change categories:

Allows the selected categories chosen for a random block of music to be altered.

Change karaoke settings: When selecting this option you are able to - Raise and lower the pitch and tempo of the song, enable or suppress the main melody line, and adjust harmony and lead levels.

Play random songs

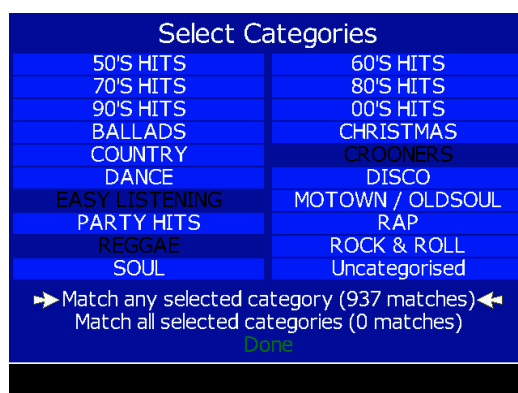
The **'random'** button  allows songs to be played in a random order.



You are able to switch between **'random tracks'** and **'random period'** by pressing .

Select the number of tracks you want to play or alternatively enter a time period you want the songs to be played, and press  to confirm.

The next screen will allow you to specify which categories the random tracks will be chosen from.



Selected categories are highlighted with a blue bar.

Deselect the categories you don't want to play music from.

NOTE: Deselected categories are darkened slightly.

Select **'done'** to add the selection to the playlist.

There are two modes, **'match all selected categories'** and **'match any selected category'**.

Normally you would select from **'match any selected category'**, but you can narrow the playlist by selecting **'match all selected categories'**. i.e only songs which are duplicated in the selected categories will be played. i.e. a song may appear in both '90's hits' category as well as the 'dance' category,

To add your own music to the Jukebox, please refer to Appendix C (see page 90).

Question Manager

There are different types of questions that can be created through the Question Manager.

- **Quiz questions** - These questions have 1 correct answer and 3 wrong answers. *See page 71.*
- **Opinion polls** - These questions just have 4 possible answers, none of which are wrong. *See page 72.*
- **Slideshow questions** - These are graphical questions containing multiple slides that are shown in sequence. *See page 73.*
- **Brain Boxes associations** - Facility to produce and evolve ideas. *See page 85.*
- **Fastest Finger First Sequences** - Create ordered lists of associated items. *See page 86.*

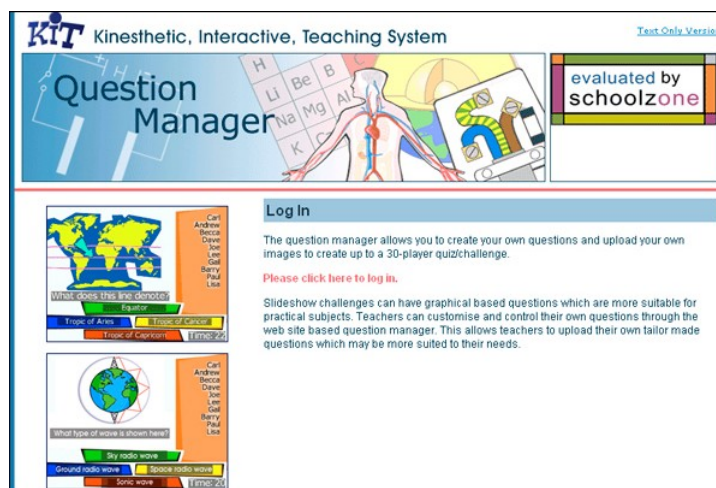
Questions/quizzes are created using the Question Manager and then saved onto a USB Storage Device (*see page 88*) where they can then be put onto the KIT system.

Accessing the Question Manager

Login

The Question Manager allows you to log in and submit your own set of questions for use with your KIT system.

To log in, go to the web site: <http://www.questionmanager.co.uk>



Click the link '**Click here to log in**' and enter your account reference, postcode, and a password.

Account ref:	
Postcode:	
Password:	

If you do not yet have a password, leave the 'Password' box empty.

To set or change your password, enter your details in the form on the '**main menu**' screen.

Quiz Questions

The Question Manager allows you to create your own questions to create up to a 30-player quiz/challenge. Teachers can customise and control their own questions through the web site based Question Manager. This allows teachers to upload their own tailor made questions which may be more suited to their needs.

Questions are created by completing a question template Excel spreadsheet.

From the main menu, select '**Manage quiz questions**'

Download Question Template

Once logged in you will see the Quiz Questions Menu.

From here you are able to 'Download a question template' and 'Upload a new set of questions'.

To download a question template, click here.

Upload a new set of questions: (Template)

Description:

Share batch:

To download / view multiple batches at once, click:
[\[Download multiple\]](#) or [\[View multiple\]](#)

Select to download a question template and save it to your computer to complete in Excel.

Open the file and fill in the details of each question. Each question row consists of a question, the correct answer and up to 3 possible incorrect answers.

	A	B	C	D	E	F	G
1	Question	Correct Answer	Answer 2	Answer 3	Answer 4	Category	Difficulty
2	What is Romeo's last name?	Montague	Escalus	Laurence	Capulet	Romeo and Juliet	Easy
3							
4							

- **Question:** Enter the question.
- **Correct Answer:** Enter the correct answer.
- **Answer 2:** Enter the first incorrect answer.
- **Answer 3:** Enter the second incorrect answer.
- **Answer 4:** Enter the third incorrect answer.
- **Category:** Enter the name of the category this question will fall under.
- **Difficulty:** Enter 'Easy' 'Medium' or 'Hard' to determine how difficult the question is.

Enter as many questions as you want to appear in the quiz. Once finished, save the file.

Uploading quiz questions to Question Manager

Log in to the Question Manager to upload the Excel spreadsheet.

To download a question template, click here.

Upload a new set of questions:

Browse... (Template)

Description:

Share batch:

No, do not share

Upload

To download / view multiple batches at once, click:

Download multiple

 or

View multiple

Click the 'Browse' button next to 'Upload a new set of questions', and select your file.

Enter a 'Description' of the file.

Select whether or not to share the batch with other schools.

Select the 'Upload' button.

Once uploaded, the question set will be displayed.

			Batch date	Description	Questions	
View	Download	Unshare	Jun 17, 2005 16:18:06	Shakespeare	1850	Delete

Download question set to play on KIT system

To put a question set on to your KIT system, plug in the USB storage device to your PC.

Click on the "Download" link next to the question set you wish to download, and save the resultant file to the USB storage device in folder named **"questions"**.

Once you have done this, plug the USB storage device back into the KIT system.

Opinion Poll Questions

Creating an opinion poll question set is very similar to creating a quiz question set.

From the main menu, select **'Manage opinion polls'**.

Download an opinion poll question template, save to your computer, and edit in Excel.

Enter the questions and up to 4 possible answers, just as you would when creating a normal quiz question set . See *page 71*.

Save the file.

To upload an 'opinion poll' question spreadsheet to the Question Manager, follow the same instructions as uploading 'quiz questions' (see *above*).

To put the opinion poll question set on to your KIT system, plug in the USB storage device to your PC.

Click on the **"Download"** link next to the opinion poll question set you wish to download, and save the resultant file to the USB storage device in a folder named **"opinions"**. Once you have done this, plug the USB storage device back into the KIT system.

Slideshow Questions

The Slideshow Question Manager allows you to create your own questions and upload your own images to create up to a 30-player quiz/challenge.

Slideshow challenges can have graphical based questions which are more suitable for practical subjects. Teachers can customise and control their own questions through the web site based question manager. This allows teachers to upload their own tailor made questions which may be more suited to their needs.

Questions can be created individually through the web site slideshow manager or you are able to upload multiple questions through an Excel spreadsheet.

Getting Started

When creating a question slideshow, it can be useful to have all your images ready to be uploaded. This includes making sure all images are the correct size and format, and named in a logical way so they are easily identifiable when selecting them for upload from your file list.

Whilst creating your slideshow you will be required to upload a **'title image'** and you have the option of using a **'background image'**.

The **'title image'** will be the first slide of the slideshow. It must be 640 x 480 pixels and be JPEG format. This title image will also be reduced and used as a menu button in the main menu.

The **'background image'** will be used as a background for the slideshow settings. It must be 640 x 480 pixels and be JPEG format.

The actual slides to be used within the slideshow should also be 640 x 480 pixels and be JPEG format.

Some slideshow questions will use images as answers. When creating these images be aware of the size of the buttons they will be used with. The two buttons available are:



260 x 29(pixels) - rectangular images, sometimes used for displaying text in another language.



110 x 97(pixels) – square images.

Creating Question Batches through the Question Manager

From the Main Menu, select **'Manage slideshow questions'**

Slideshow question menu

Once logged in you will see the 'Slideshow Question Menu'. From here you are able to upload a question batch using an Excel spreadsheet, or to individually create questions and slides.

Allows you to download a question template. For more information see page 70

Allows you to start creating and uploading the questions/slides. See page 66

To download a question template, click here.

Click here to create a new slideshow question batch

To download multiple batches at once, click:
[Download multiple]

View	Download	Unshare	Feb 04, 2005 16:34:36	(shared) Maths KS3	100	Delete
View	Download	Unshare	Jan 26, 2005 13:40:28	(shared) MFL: English For Beginners	147	Delete
View	Download	Unshare	Jan 25, 2005 15:25:30	(shared) MFL: French For Beginners	147	Delete
View	Download	Unshare	Nov 30, 2004 16:45:26	(shared) MFL: Spanish For Beginners	147	Delete

Various batches of slides already uploaded

Batches are shown one per row, and each batch has the following information associated with it:

Downloads all questions in that batch onto a USB storage device to put into the KIT machine. See page 73

Number of questions in batch

View	Download	Unshare	Feb 04, 2005 16:34:36	(shared) Maths KS3	100	Delete
----------------------	--------------------------	-------------------------	-----------------------	--------------------	-----	------------------------

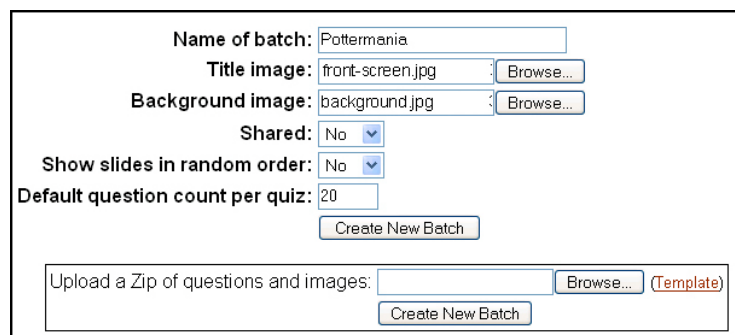
Click here to view all questions/slides in this batch

Name and content of batch

To delete the whole batch

Creating a new slideshow batch

To start uploading your own batch of questions and images select '**click here to create a new question batch**'. You must enter the appropriate information about the batch of questions that you are about to upload.



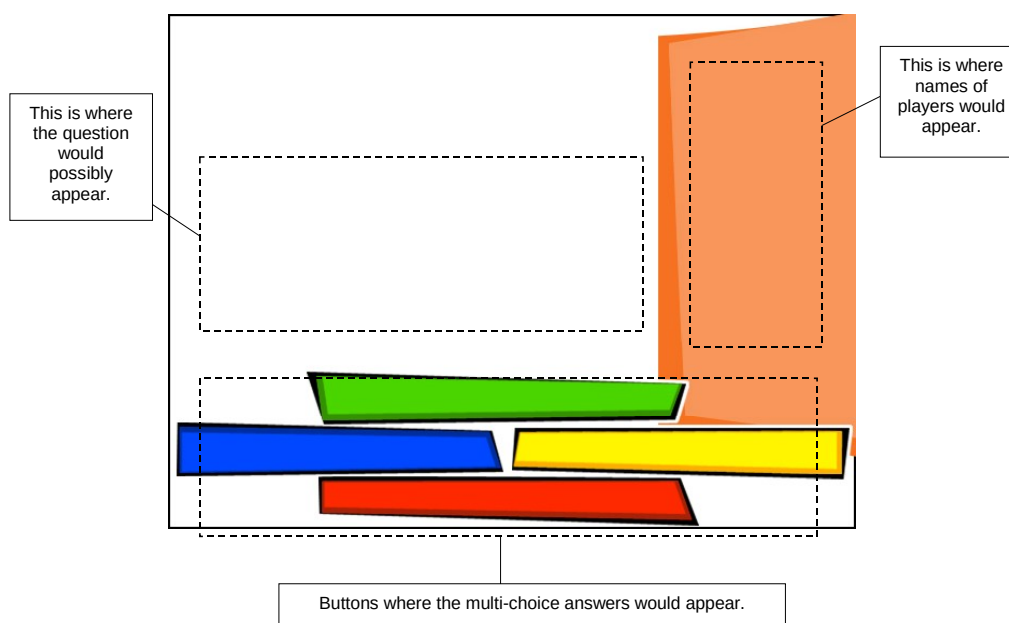
- **Name of batch:** Enter descriptive name of batch.
- **Title image:** You are able to upload an image which will act as a title page. Image must be 640 x 480 pixels and be JPEG format. The title image will act as a button on the games menu screen.
- **Background image:** You are able to upload an image which will act as a background image. Image must be 640 x 480 pixels and be JPEG format.
- **Shared:** Question batches can be shared. Select '**Yes**' or '**No**' to make a question batch available to others.
- **Show questions in random order:** Select '**Yes**' or '**No**' to set the questions to be shown in random order. If you choose not to, they will be shown in the order you have uploaded them.
- **Default question count per quiz:** Enter the number of questions which the quiz will display by default.

Select '**Create New Batch**' when complete.

Adding questions

Questions can be displayed with up to 4 possible answers either displayed as text or displayed as images.

Adding questions with text answers



Start creating the slides by selecting 'Click here to add a new question to this batch'.

The screenshot shows a web form for creating a new question. The fields are as follows:

- Category:** The Chamber of Secrets
- Question:** What type of creature is Aragog?
- Hide question text:** No (if selected, the above is never shown)
- Correct answer:** Spider
- Image:** No (Browse... (110x97 or 280x29))
- Scoring value:** 1
- Wrong answer 1:** Snake
- Image:** No (Browse... (110x97 or 280x29))
- Scoring value:** 2
- Wrong answer 2:** Rat
- Image:** No (Browse... (110x97 or 280x29))
- Scoring value:** 3
- Wrong answer 3:** Werewolf
- Image:** No (Browse... (110x97 or 280x29))
- Scoring value:**
- Result group:** - None -
- Difficulty:** Easy
- Usable as flashcard:** Yes
- Opinion poll question:** No, this is a normal question
- Create New Question** button

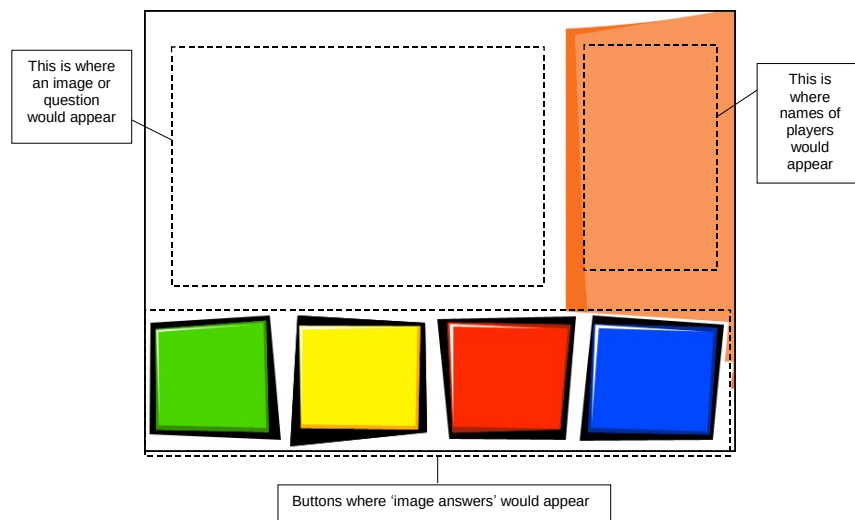
- **Category:** Enter the name of the category this question will fall under.
- **Question:** Enter the question.
- **Hide question text:** If the question needs to just be an image (for example it may be a question written in another language), then you may not want to display text over the top of the slide. In this case, choose "Yes" here so that KIT will not display the question text when showing the question.
- **Answer 1:** Enter the correct answer.
- **Image:** Images can be used for answers. Leave blank if using a text answer. If an image is uploaded here it will cancel out any text entered in the 'Answer 1' field.
- **Scoring value:** Used with quizzes, which have complicated scoring systems. *See page 83.*
- **Answer 2:** Enter the first incorrect answer.
- **Image:** see 'Image' field above.
- **Scoring value:** *See page 83.*
- **Answer 3:** Enter the second incorrect answer.
- **Image:** see 'Image' field above.
- **Scoring value:** *See page 83.*
- **Answer 4:** Enter the third incorrect answer.
- **Image:** see the 'Image' field above.
- **Scoring value:** If creating an advanced scoring quiz, select which result group this question applies to. *See page 83.*
- **Difficulty:** Select if the question has a difficulty level of easy, medium or hard.
- **Usable as flashcard:** Select if the question could be used as a flashcard.
- **Opinion poll question:** Select if the question is an opinion poll question. If the question is an opinion poll question, the results will be translated into a graph, which will be shown after the question. *See page 83.*

Note that when the question is displayed, the answers will be shuffled so they are always displayed in a random order (apart from opinion questions).

When checked and completed select 'Create New Question'.

Adding questions using images

Answer images can replace the answer text. Simply upload the images to use as answers in each of the “answer image” boxes. These images will then be shown where the answer text would normally be.



Start creating the slides by selecting '[Click here to add a new question to this batch](#)'.

Category:	The Chamber of Secrets
Question:	What type of creature is Aragog?
Hide question text:	No (if selected, the above is never shown)
Correct answer:	
Image:	Yes \\images\ans-spider.jpg Browse... (110x97 or 280x29)
Scoring value:	1
Wrong answer 1:	
Image:	Yes \\images\ans-snake.jpg Browse... (110x97 or 280x29)
Scoring value:	2
Wrong answer 2:	
Image:	Yes \\images\ans-rat.jpg Browse... (110x97 or 280x29)
Scoring value:	3
Wrong answer 3:	
Image:	Yes \\images\ans-wolf.jpg Browse... (110x97 or 280x29)
Scoring value:	4
Result group:	- None -
Difficulty:	Easy
Usable as flashcard:	Yes
Opinion poll question:	No, this is a normal question
Store Changes	

- **Category:** Enter the name of the category this question will fall under.
- **Question:** Enter the question. If your slideshow involves a question which does not involve words such as a question in another language, then an image can be used. To use an image for a question, make the first slide for that question as usual in the '**Slide Editing**' section and set the template to '**Full screen picture only, no text at all**'. Then upload the image.
- **Hide question text:** Select '**Yes**' if you are creating a question using an image, so that the text of the question is not displayed over the image – the question text is then only used for your reference when editing the question set.
- **Image:** Select '**Yes**' and click on the '**Browse**' button to locate the image to be used as the correct answer.
- **Scoring value:** Used with quizzes which have complicated scoring systems. See page 83.
- **Answer 2:** Leave blank

- **Image:** Select 'Yes' and click on the 'Browse' button to locate the image to be used as the first incorrect answer.
- **Scoring value:** See page 83.
- **Answer 3:** Leave blank
- **Image:** Select 'Yes' and click on the 'Browse' button to locate the image to be used as the second incorrect answer.
- **Scoring value:** See page 83.
- **Answer 4:** Leave blank
- **Image:** Select 'Yes' and click on the 'Browse' button to locate the image to be used as the third incorrect answer.
- **Scoring value:** If creating an advanced scoring quiz, select which result group this question applies to. See page 83.
- **Difficulty:** Select if the question has a difficulty level of easy, medium or hard.
- **Usable as flashcard:** Select if the question could be used as a flashcard.
- **Opinion poll question:** Select if the question is an opinion poll question. If the question is an opinion poll question, the results will be translated into a graph, which will be shown after the question. See page 83.

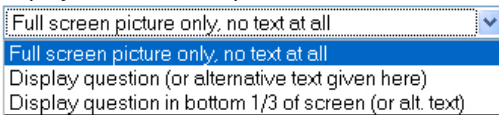
When checked and completed select 'Create New Question'.

Adding slides to questions

A question can consist of multiple slides, shown in sequence like a slideshow. A single-slide question can be useful when all aspects of a question are displayed together, such as an image and the question (with room for the answers) all on one slide. Another option would be to create two slides for just one question. This would be useful if you wanted to show an image first then ask a question later. First create a slide showing an image, and then add a second slide to display the question and answers.

Once you have created a question, you are given the option to add a new slide by selecting 'Click here to add a new slide to this question'.

- **Template:** Select how you want to display the text. The options are:

Template: 

1. **Full screen picture only, no text at all:** Select this option if you only want to display an image. This template can be useful if you want to display a pictorial question. No text will be displayed on top of the image – neither the question text nor any text you enter under "Text" below.
 2. **Display question:** Select this option to show the question text on this slide. If an image is specified, the text will be drawn over the top of it. If text is entered in the "Text" box below, this text will be shown instead of the question text.
 3. **Display question in bottom 1/3:** Select this option show the question text on this slide, in the same way as with the "Display question" option, but showing the text in the bottom third of the screen. This is useful if your picture has some detail in the top third, which needs to be preserved.
- **Show answers:** Select whether show answers or not.
 - **Show slide for:** Select how long the slide will be visible for. Enter 0 to set the slide to wait for keypress before it moves to the next slide.
 - **Text:** If you require any other text to be on this slide, enter it in the box provided.
 - **Image:** Select browse to locate the image you want to display (image must be 640 x 480 pixels and be JPEG format). If using the 'Display question' template, the image you upload will be used as a background.
 - **Audio Clip:** Select if an audio clip will be played with the slide.
 - **Video Clip:** Select if a video clip will be played with the slide.

Once complete select 'Create New Slide' or select 'Click here to add a new slide to this question' to add more slides until the question is complete.

Creating Question Batches with an Excel Spreadsheet

Download question template

From the 'slideshow question menu' select 'to download a question template, click here' Save the Excel spreadsheet named 'template.xls' to your computer and open with Excel.

Adding questions/slides to an Excel spreadsheet

The spreadsheet should have 4 work sheets - Settings, Slide Macros, Result Groups and Questions.

1. Settings work sheet

	A	B	C	D
1	Name of batch:	Pottermania		
2	Title image:	title-screen.jpg		
3	Background image:	background-screen.jpg		
4	Shared:	No		
5	Random order:	No		
6	Questions per quiz:	20		
7				

◀ ▶ ⏪ ⏩ Settings Slide macros Result Groups Questions ▶

Work Sheets

- **Name of batch:** Enter descriptive name of batch.
- **Title image:** Enter the name of the image which will act as a title page (image must be 640 x 480 pixels and be JPEG format). The title image will act as a button on the games menu screen.
- **Background image:** Enter the name of the image which will act as a background image (image must be 640 x 480 pixels and be JPEG format).
- **Shared:** Question batches can be shared. To make a question batch available to others, enter 'Yes', or enter 'No' to make it unavailable.
- **Random order:** You are able to set the questions to be show in random order. If you choose not to, they will be shown in the order you have uploaded them.
- **Questions per quiz:** Enter the number of questions which the quiz will display by default. This number can be changed once the quiz is on the system through the slideshow settings.

2. Slide Macros Work Sheet

	A	B	C	D	E	F	G	H
1	Macro name	Template	Answers	Durati	Text	Image	Audio	Video
2	Macro 1	Text 1/3	Yes	5 -		harry.jpg	No	No
3								
4								
5								
6								

Slide macros are useful if you have many questions which have the same slide specification. Rather than entering the same slide details for each question, a *macro* can be defined which describes a group of slides. For each question with the same pattern of slides, the same macro can be specified in the 'Slide macro' column of the 'Questions sheet', and then no slides need to be defined in the Questions sheet.

To define a slide macro, open the 'Slide macros' sheet. Start a new macro by filling in a name for the macro in the leftmost column (under "Macro name"); then fill in the other columns with the details of the first slide. If there are to be other slides in the same macro, define them on the following rows, with the same macro name in the leftmost column.

Within each slide definition for each macro, you can use *parameters*. These allow the same macro to be used by multiple questions but with different images. To use a parameter, where you would normally put a filename in the slide definition (e.g. under "Image"), put PARAM1 for the first parameter, PARAM2 for the second, and so on. Parameter values are filled in from the "Questions" sheet's "Parameter 1", "Parameter 2", and "Parameter 3" columns.

3. Result Groups work sheet

Result groups are useful when you want to run an opinion based quiz or a quiz with an advanced scoring system. It is sometimes useful to be able to classify people according to a group of answers, rather than to treat each question individually. By assigning a score to each of their answers, and by filing this score to a set of result groups a player can be judged into which group most suits them. See page 83.

4. Questions work sheet

Click on the 'Question' work sheet. There should be two rows of bold headers on screen. The top row is made of 'Question Headers'. The second row is made up of 'Slide specification'. Enter the details required of the 'Question Headers' in the first available row.

Question Headers

	A	B	C	D	E	F
1	Category	Question	Correct Answer	Answer 2	Answer 3	Answer 4
2		Slide Template	Answers	Duration	Text	Image
3	The Chamber of Secrets	What type of creature is Aragog?	Spider	Rat	Snake	Werewolf
4						
5						

- **Category:** Enter the name of the category this question will fall under.
- **Question:** Enter the question.
- **Correct Answer:** Enter the correct answer, or if the answer is to be shown as an image, enter 'IMAGE' then the image name. E.g.

A	B	C	D	E	F
Category	Question	Correct Answer	Answer 2	Answer 3	Answer 4
	Slide Template	Answers	Duration	Text	Image
The Chamber of Secrets	What type of creature is Aragog?	IMAGE spider.jpg	IMAGE rat.jpg	IMAGE snake.jpg	IMAGE werewolf.jpg
	Text	Yes	5 -		spider.jpg

- **Answer 2:** Enter the first incorrect answer. Or to use an image as an incorrect answer enter 'IMAGE' then the image name, as in the example above.
- **Answer 3:** Enter the second incorrect answer. Or to use an image as an incorrect answer enter 'IMAGE' then the image name, as in the example above.
- **Answer 4:** Enter the third incorrect answer. Or to use an image as an incorrect answer enter 'IMAGE' then the image name, as in the example above.
- **Flashcard:** Enter 'Yes' or 'No' to select if the question could be used as a flashcard.
- **Opinion:** Enter 'Yes' or 'No' to select if the question is an opinion poll question.
- **Hide Text:** Enter 'Yes' or 'No' to hide text. Select 'Yes' if you are creating a question using an image, so that the text of the question is not displayed over the image – the question text is then only used for your reference when editing the question set.
- **Result Group:** If creating an advanced scoring quiz, enter the number of which result group this question belongs to. See page 83.
- **Slide macro:** If using a macro on this question enter the macros name here.

Once the 'Question Headers' row is complete you are able to enter the details required of the 'Slide specification' row in the next available row.

Slide specification row

	A	B	C	D	E	F
1	Category	Question	Correct Answer	Answer 2	Answer 3	Answer 4
2		Slide Template	Answers	Duration	Text	Image
3	The Chamber of Secrets	What type of creature is Aragog?	Spider	Rat	Snake	Werewolf
4		Text	Yes		5	spider.jpg
5						

- **Slide Template:** Select which template to use -
 1. **Full screen picture only, no text at all:** Enter the word '**Full screen**' if you only want to display an image. This template can be useful if you want to display a pictorial question. No text will be displayed on top of the image – neither the question text nor any text you enter under "Text" below.
 2. **Display question:** Enter the word '**Text**' to show the question text on this slide. If an image is specified, the text will be drawn over the top of it. If text is entered in the "Text" box below, this text will be shown instead of the question text.
 3. **Display question in bottom 1/3:** Enter the word '**Text 1/3**' to show the question text on this slide, in the same way as with the "Display question" option, but showing the text in the bottom third of the screen. This is useful if your picture has some detail in the top third which needs to be preserved.
- **Answers:** Enter '**Yes**' or '**No**' to display answers on this slide.
- **Duration:** Enter how long the slide will be visible for. Enter 0 to set the slide to wait for keypress before it moves to the next slide.
- **Text:** If you require any other text to be on this slide, enter it in the box provided.
- **Image:** Enter the name of the image you want to display (image must be 640 x 480 pixels and be JPEG format). If using the '**Display question**' template, the image you upload will be used as a background.
- **Audio Clip:** Enter '**Yes**' or '**No**' to select if an audio clip will be played with the slide.
- **Video Clip:** Enter '**Yes**' or '**No**' to select if a video clip will be played with the slide.

Uploading batch data

Make a Zip file containing the Excel spreadsheet along with all relevant images.

From the '**Slideshow Questions Menu**' select '**Click here to create a new slideshow question batch**'.

Name of batch:

Title image:

Background image:

Shared:

Show slides in random order:

Default question count per quiz:

Upload a Zip of questions and images: (Template)

Upload zip file

In the area '**Upload a Zip of questions and images**' select the '**Browse**' button and locate the Zip file containing the Excel spreadsheet and images. Click '**Create new batch**'. This may take a while depending on how many images are being uploaded.

Playing slideshow questions through KIT system

Download slideshow from web site

Plug the USB storage device into your PC, and then click on the '**Download**' link next to the batch you wish to use.

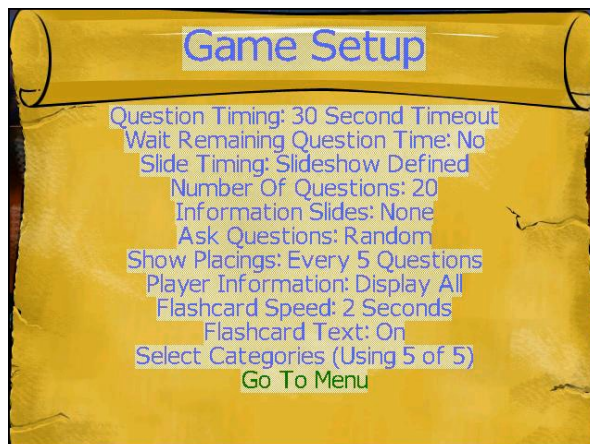
Save the resultant file to the USB storage device under the 'questions' folder. Once you have done this, plug the USB storage device into the back of the KIT Machine. Go to the '**Games menu screen**'. If you gave the uploaded batch of questions a '**Title**' image click on the image to enter the quiz.

Slideshow Settings



Use the   buttons on your remote to highlight an option on the game menu, and the  button to select it. You are able to adapt the quiz to meet the needs of the session through '**Game Setup**'.

Game Setup



Use the   buttons on your remote to highlight an option and the  button to change its settings.

- **Question timing:** Select how long players are given to answer the question. Options are: 5 seconds, 10 seconds, 20 seconds, 30 seconds, wait for all answers, wait for remote prompt, or slideshow defined.
- **Wait remaining time:** Select 'Yes' or 'No'.
- **Slide timing:** Select 'Slideshow defined' or 'Wait for remote prompt'.
- **Number of questions:** Sets the total number of questions in the quiz.
- **Information slides:** Select 'On' or 'Off'
- **Ask questions:** Select to play questions '**sequentially**' or '**random**'.
- **Show placings:** Select how often to show latest placings and scores
- **Player information:** Select '**Show all**' to show players progress, or select '**Show limited**' which will show only the game leaders.
- **Flashcard speed:** Select how long the flashcards will be displayed on screen.
- **Flashcard text:** Select 'On' or 'Off'.
- **Select categories:** Select which categories to show slides/questions from.

Playing Slideshow questions

Once you are happy with the game setup, select the '**Start Game**' option.

Advanced Scoring systems

Result groups are useful when you want to run an opinion based quiz. It is sometimes useful to be able to classify people according to a group of answers, rather than to treat each question individually.

Such quizzes are often seen in teenage magazines where the reader chooses which action they are most likely to take in a given situation. Most practical uses include quizzes to determine which personality a person may possess, and subjects that best suit them.

By assigning a score to each of their answer and by filing this score into a set of result groups a player can be judged into which group most suits them.

Creating an advanced scoring quiz using an Excel spreadsheet

From the 'slideshow question menu' select 'to download a question template, click here'
Save the spreadsheet named 'template.xls' to your computer and open.

The spreadsheet should have 4 work sheets - Settings, Slide Macros, Result Groups and Questions. The 'Settings', and 'Slide macros' work sheets can be completed as usual. See pages 79 & 80.

The 'Result Groups' work sheet allows you to enter details of various results of which the questions on the 'Question' work sheet will refer to. E.g.

	A	B	C	D	E
1	Number	Label	Description		
2		1 Reading	These children are interested in books		
3		2 Imagery	These children think in images and pictures.		
4		3 Visual/Spacial	Children with lots of logical intelligence are interested in patterns.		
5		4 Musical	These children are happiest when listening to music		
6					
7					

Number: Enter the number (identity) of this result group.

Label: Enter a title for this result group.

Description: Enter the description of the result group.

The result group whose questions give the highest score will be the group a player gets filed in.

On the 'Questions' work sheet enter the question details, like you would any other quiz entering 4 possible answers and the value of each answer.



	A	B	C	D	E	F	G	H	I	J	M	N	O	P
1	Category	Question	Correct Answer	Answer 2	Answer 3	Answer 4	Val 1	Val 2	Val 3	Val 4	Opinion	Hide Text	Result Group	Slide macro
2		Slide Template	Answers	Duration	Text	Image	Audio	Video						
3	Harry Potter	I like Harry Potter	Strongly Agree	Slightly Agree	Slightly Disagree	Strongly Disagree	6	4	3	1	Yes	No		4
4		Text	Yes	30	-	slide-0074-00001.jpg								
5														

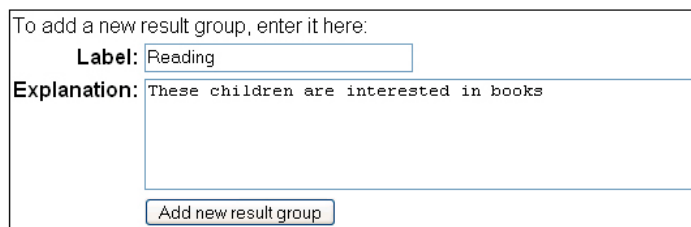
- **Category:** Enter the name of the category this question will fall under.
- **Question:** Enter the question.
- **Correct Answer:** Enter the first possible answer.
- **Answer 2:** Enter the second possible answer.
- **Answer 3:** Enter the third possible answer.
- **Answer 4:** Enter the fourth possible answer.
- **Val 1:** Enter the value(score) of answer 1
- **Val 2:** Enter the value(score) of answer 2
- **Val 3:** Enter the value(score) of answer 3
- **Val 4:** Enter the value(score) of answer 4
- **Flashcard:** Enter 'Yes' or 'No' to select if the question could be used as a flashcard.
- **Opinion:** Enter 'Yes' or 'No' to select if the question is an opinion poll question.
- **Hide Text:** Enter 'Yes' or 'No' to hide text.
- **Result Group:** Enter which result group this question falls under.
- **Slide macro:** If using a macro on this question enter the macros name here.

Creating an advanced scoring quiz using the slideshow manager

From the 'slideshow question menu' select 'Click here to add a new question to this batch'.

Enter the batch settings. See page 75.

Once complete, select 'Click here to view / edit the result groups for this batch'



To add a new result group, enter it here:

Label: Reading

Explanation: These children are interested in books

Add new result group

Label: Enter a title for this result group.

Explanation: Enter the explanation (result) for this result group.

When complete, select 'Add new result group' to add the next result group.

Once you have entered the result groups, go back to the main menu and select 'Click here to add a new question to this batch'.

From here you are able to enter the question specification.

- **Category:** Enter the name of the category this question will fall under.
- **Question:** Enter the question.
- **Hide question text:** Select 'Yes' if you are creating a question using an image, so that the text of the question is not displayed over the image – the question text is then only used for your reference when editing the question set.
- **Correct answer:** Enter the first possible answer
- **Image:** Select 'Yes' or 'No' and click on the 'Browse' button to locate the image to be used as a possible answer.
- **Scoring value:** Enter a score for this answer.
- **Answer 2:** Enter the second possible answer
- **Image:** Select 'Yes' or 'No' and click on the 'Browse' button to locate the image to be used as a possible answer.
- **Scoring value:** Enter a score for this answer.
- **Answer 3:** Enter the third possible answer
- **Image:** Select 'Yes' or 'No' and click on the 'Browse' button to locate the image to be used as a possible answer.
- **Scoring value:** Enter a score for this answer.
- **Answer 4:** Enter the forth possible answer
- **Image:** Select 'Yes' or 'No' and click on the 'Browse' button to locate the image to be used as a possible answer.
- **Scoring value:** Enter a score for this answer.
- **Result Group:** From the drop down list select which result group this question is aimed at.
- **Difficulty:** Select if the question has a difficulty level of easy, medium or hard.
- **Usable as flashcard:** Select if the question could be used as a flashcard.
- **Opinion poll question:** Select if the question is an opinion poll question. If the question is an opinion poll question, the results of the opinion poll question will be translated into a graph, which will be shown after each question.

When checked and completed select 'Create New Question'.

Brain Boxes

Brain Boxes consists of a central word or concept. Around the central word you draw up to 5 main ideas that relate to that word. You then take each of those child words and again draw up to more ideas that relate to each of those words.

In this way, a large number of related ideas can quickly be produced with virtually no mental effort and makes a very powerful tool for creative writing.

The question maker allows you to create your own 'set of associations'.

To log in, go to the web site: <http://www.questionmanager.co.uk>

Select 'Manage Brain Boxes associations'

Once logged in you will see the main menu screen which may already have sets of brain box associations uploaded.

To download an association set template, click here.

Upload a new set of associations: (Template)

Replacement image for brain: (optional JPEG, around 153x105)

		<u>Date</u>	<u>Title</u>	
<u>View</u>	<u>Download</u>	Apr 13, 2005 09:34:10	The heart	<u>Delete</u>
<u>View</u>	<u>Download</u>	Apr 12, 2005 16:27:52	Summer holidays	<u>Delete</u>
<u>View</u>	<u>Download</u>	Apr 12, 2005 13:46:57	Create a story	<u>Delete</u>
<u>View</u>	<u>Download</u>	Apr 12, 2005 13:46:50	Our Family	<u>Delete</u>

To get yourself started you can download our template which you can populate to create your own associations. It may be helpful to 'View' currently available content to see how these are compiled for this challenge.

To upload your own 'set of associations' select 'upload a new set of associations'.

A replacement image for the brain can also be uploaded. Save the replacement image as a JPEG and no bigger than 153x105 pixels, before it is uploaded.

To put a Brain Boxes association set on to your KIT, plug in the USB storage device to your PC, then click on the "Download" link next to the one you wish to use, and save the resultant file to the USB storage device in the "questions" folder. Once you have done this, plug the USB storage device back into the KIT.

Fastest Finger First

Fastest Finger First questions are created from an ordered list of related items. Four items are taken from a list and are jumbled up. The players must put these items back in their correct order.

The question maker allows you to create your own ordered list of items.

To log in, go to the web site: <http://www.questionmanager.co.uk>

Select 'Manage Fastest Finger First questions'

Once logged in you will see the main menu screen which may already have sets of Fastest Finger First lists uploaded.

To download a Fastest Finger First template, click here.

Upload a new set of questions: (Template)

Description:

Share batch:

To download / view multiple batches at once, click:
[Download multiple] or [View multiple]

			Batch date	Description	Questions	
View	Download	Unshare	Nov 28, 2005 16:47:38	(shared) KS3: Geography	3	Delete
View	Download	Unshare	Nov 28, 2005 10:25:22	(shared) KS1: Days And Months	2	Delete
View	Download	Unshare	Nov 07, 2005 17:18:55	(shared) KS4: Monarchs	1	Delete

To get yourself started you can download our template which you can populate to create your own lists. It may be helpful to 'View' current question packs to see how lists are compiled for this challenge.

To upload your own ordered list select 'Upload a new set of questions'.

To put a Fastest Finger First list set on to your KIT, plug in the USB storage device to your PC, then click on the "Download" link next to the one you wish to use, and save the resultant file to the USB storage device in the "wordlists" folder. Once you have done this, plug the USB storage device back into the KIT.

Troubleshooting Instructions

If a problem occurs with the KIT system and it becomes unresponsive, please do the following:

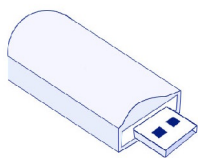
- Write down anything that is written on the screen – if an “ERROR” or “WARNING” heading is shown, write down the message and the error code that is supplied; if not, write down any additional text that is displayed.
- Make a note of what you had been doing just before the problem occurred. For instance, which menu you last entered, whether you had just plugged in a USB storage device, and any other pertinent information.

**Telephone our support line on 0800 781 0865,
or from outside the UK call +44 (0) 1204 387 410.**

Additional help is available via our web site: www.kinesthetic.co.uk

Email: support@kinesthetic.co.uk

Appendix A: The USB Storage Device



The USB storage device allows information to be stored onto it and transferred to the KIT machine. This can be useful when wanting to use your own set of wordlists, conundrums or questions for certain challenges.

If you have plugged in the USB storage device in the KIT machine before starting a challenge, then it will use the word/conundrum list from it.

Word List

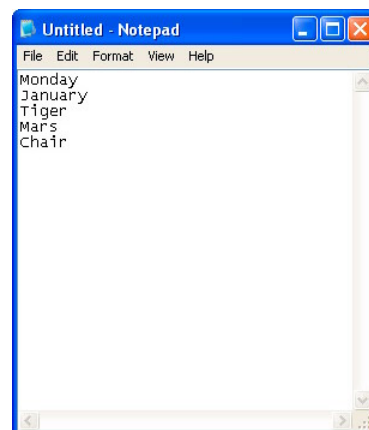
To create a word list, first open a text editor such as 'Notepad' or 'Word'.

Write a list of words and save the document as a text file(.txt) within a folder called **'wordlists'**

This example shows a mixture of words so we would save it as 'mixture.txt', within a folder called **'wordlists'**. However you could create a word list of planets, and so would save it as 'planets.txt'

You are able to create multiple wordlist's so when starting a challenge you have a choice of which list to use.

Note: There must be at least 5 words in the list.



Conundrum List

To create a conundrum list, first open a text editor such as 'Notepad' or 'Word'.

Write the word you want to make a conundrum out of.

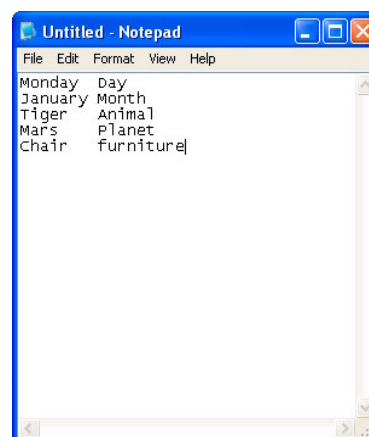
Press the [TAB] key and write the clue/category the conundrum falls into. Continue on the next line with to the next conundrum.

Save the document as a text file(.txt) within a folder called **'conundrums'**.

This example shows a mixture of conundrums so we would save it as 'mixture.txt', and again within a folder called **'conundrums'**. However you could create a conundrum list of animals, and so would save it as 'animals.txt'

You are able to create multiple conundrum lists so when starting a challenge you have a choice of which list to use.

Note: There must be at least 5 conundrums in the list.



Question List

To create a question list, first go to the web site: <http://www.questionmanager.co.uk>

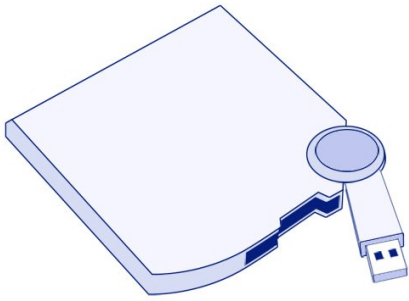
Download a set of questions.

Save the document as a data file (.dat) within a folder called **'questions'**.

You are able to create multiple question lists so when starting a challenge you have a choice of which list to use.

Once completed, plug the USB storage device into the USB port on the back of the KIT machine to use the word, conundrum or question list.

Appendix B: The USB Hard Drive



The USB Hard Drive works similarly to the USB Storage device but on a larger scale.

It allows information to be stored onto it and transferred to the KIT machine.

This can be useful when wanting to upload your own music onto KIT for use at discos.

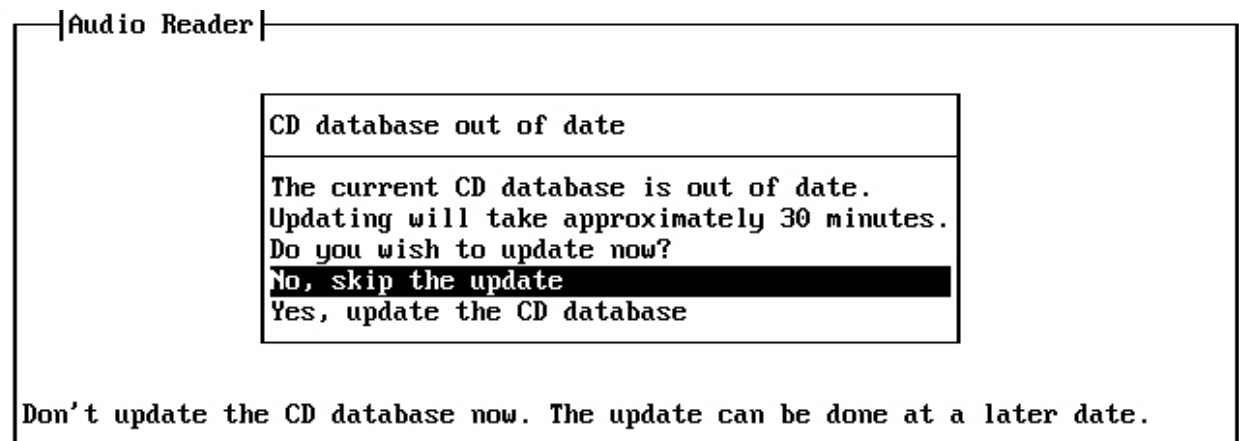
Appendix C: Audio Reader

The Audio Reader allows you add your own music to the Jukebox.

To get started follow these instructions:

- Plug USB hard drive into the KIT system.
- Turn on the machine
- Select the 'Audio Reader' icon from the main menu.

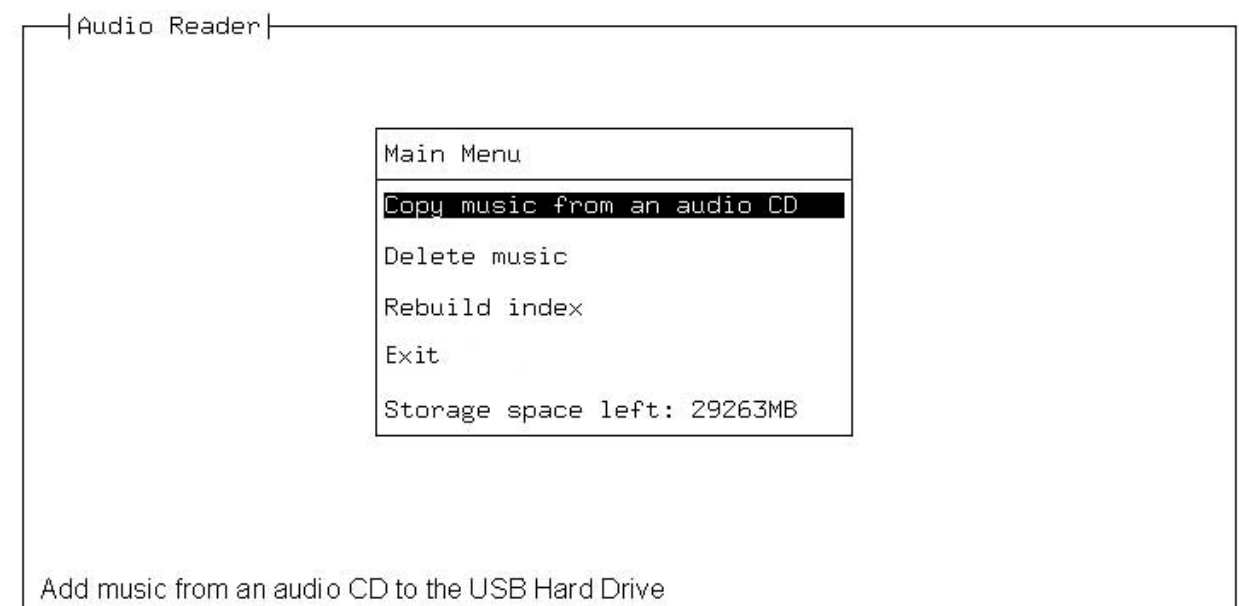
If your CD database listing is out of date you will see the following screen.



The CD database contains Artist and Track names for a wide range of CDs. As new CDs are constantly being released this database needs updating. If the database contains the details of the music you wish to copy the details will be automatically added for you.

Choose Yes to update the CD database or No to skip.

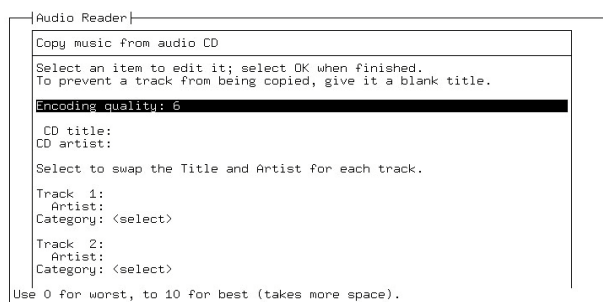
After the update you should now see the Audio Reader Main Menu screen.



Use the ↑ and ↓ arrow keys to navigate through the options. Use the [ENTER] key to change or select an option.

COPY MUSIC FROM AN AUDIO CD

This option allows you to add music from an audio CD onto the USB Hard Drive.



The screenshot shows the 'Audio Reader' application window. The main menu is titled 'Copy music from audio CD'. Below the title, there is a sub-menu with the following options: 'Select an item to edit it; select OK when finished.', 'To prevent a track from being copied, give it a blank title.', 'Encoding quality: 6', 'CD title:', 'CD artist:', 'Select to swap the Title and Artist for each track.', 'Track 1:', 'Artist:', 'Category: <select>', 'Track 2:', 'Artist:', 'Category: <select>', and 'Use 0 for worst, to 10 for best (takes more space)'.

Insert the audio CD you want to copy.

Select '**Copy music from audio CD**' by pressing **[ENTER]**.

Encoding quality: enter the encoding quality. By default it is set to 10, but you can use 0 for worst, and 10 for best (be aware that by entering high quality this takes up more space on the disc).

CD Title: Enter the full title of CD. If you wish to copy the full album, press **[ENTER]** and a list of possible albums will be displayed. Select the correct album and it will auto-fill each track and artist so you don't have to manually have to go through each track and fill in the details.

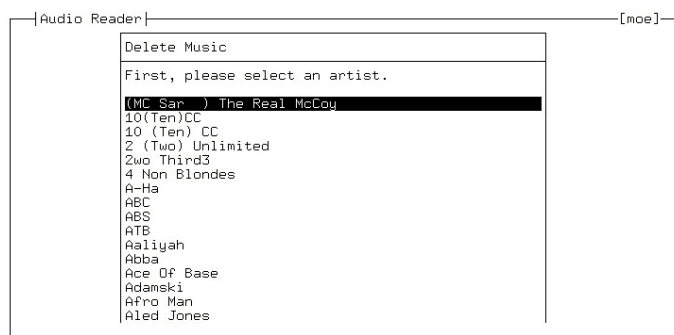
If you only want to use a few tracks, press **[ESCAPE]** to return to track listing. You must manually enter the track details. To do this, read from the CD box, the number of the track you want to use. On screen, navigate to that track number and fill in the track title, artist, and category.

When entering the category, you will be given a list to choose from. You can select more than one category for those songs which fit in more than one category. Press **[ESCAPE]** to return to track listing.

Once you have filled in the details of the tracks you want to use, go to the bottom of the screen and select **[OK]**. It may take a few minutes to copy the music onto the USB Hard Drive, but the CD will eject when completed.

DELETE MUSIC:

This option allows you to remove music from the Hard Drive.



The screenshot shows the 'Audio Reader' application window. The main menu is titled 'Delete Music'. Below the title, there is a sub-menu with the following options: 'First, please select an artist.', '(MC Sar) The Real McCoy', '10 (Ten) CC', '10 (Ten) CC', '2 (Two) Unlimited', '2vo ThirdS', '4 Non Blondes', 'A-Ha', 'ABC', 'ABS', 'ATB', 'Aaliyah', 'Abba', 'Ace Of Base', 'Adamski', 'Afro Man', and 'Aled Jones'.

On the main menu select '**Delete Music**' and press **[ENTER]**.

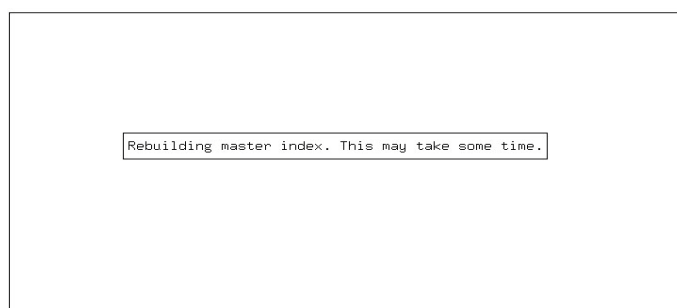
Choose an artist from the list shown.

Choose the album from the next list.

Select individual songs or the entire album to delete.

REBUILD INDEX:

This option allows you to rebuild the music index, if you have manually moved files in a Windows environment.



The screenshot shows the 'Audio Reader' application window. The main menu is titled 'Rebuilding master index. This may take some time.'.

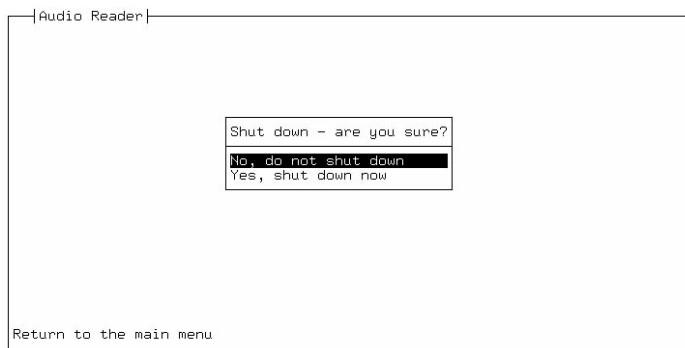
On the main menu select '**Rebuild index**' and press **[ENTER]**.

If you have several hundred songs, this may take a few minutes.

You will only need to use this option if you have moved files around outside of this system.

EXIT:

This option allows you to exit back to main menu.



On the main menu select 'exit' and press [ENTER].

Choose the confirmation option to close the machine down.

Appendix D: Word List

KS1 Word List

about	dig	last	out	tree	June
after	do	laugh	over	two	July
again	dog	like	people	up	August
all	don't	little	play	us	September
am	door	live	pull	very	October
an	down	lived	push	want	November
and	first	look	put	was	December
another	for	love	ran	water	one
are	from	made	said	way	two
as	get	make	saw	we	three
at	girl	man	school	went	four
away	go	many	see	were	five
back	going	may	seen	what	six
ball	good	me	she	when	seven
be	got	more	should	where	eight
because	had	much	sister	who	nine
bed	half	mum	so	will	ten
been	has	must	some	with	eleven
big	have	my	take	would	twelve
boy	he	name	than	yes	thirteen
brother	help	new	that	you	fourteen
but	her	next	the	your	fifteen
by	here	night	their	Monday	sixteen
call	him	no	them	Tuesday	seventeen
called	his	not	then	Wednesday	eighteen
came	home	now	there	Thursday	nineteen
can	house	of	these	Friday	twenty
can't	how	off	they	Saturday	red
cat	if	old	this	Sunday	orange
come	in	on	three	January	yellow
could	is	once	time	February	green
dad	it	one	to	March	blue
day	jump	or	too	April	indigo
did	just	our	took	May	violet

KS2 Word List

above	does	light	such	woke	three
across	don't	might	suddenly	woken	four
almost	during	money	sure	word	five
along	earth	morning	swimming	work	six
also	every	mother	think	world	seven
always	eyes	much	those	write	eight
animals	father	near	thought	year	nine
any	first	never	through	young	ten
around	follow	number	today	Monday	eleven
asked	following	often	together	Tuesday	twelve
baby	found	only	told	Wednesday	thirteen
balloon	friends	opened	tries	Thursday	fourteen
before	garden	other	turn	Friday	fifteen
began	goes	outside	turned	Saturday	sixteen
being	gone	own	under	Sunday	seventeen
below	great	paper	until	January	eighteen
better	half	place	upon	February	nineteen
between	happy	right	used	March	twenty
birthday	head	round	walk	April	red
both	heard	second	walked	May	orange
brother	high	show	walking	June	yellow
brought	I'm	sister	watch	July	green
can't	important	small	where	August	blue
change	inside	something	while	September	indigo
children	jumped	sometimes	white	October	violet
clothes	knew	sound	whole	November	
coming	know	started	why	December	
didn't	lady	still	window	one	
different	leave	stopped	without	two	

Expanded Word List Year 1 Term 1

bad	day	got	lap	peg	saw
bag	den	gum	law	pen	sax
bah	dew	gun	lay	pep	say
ban	did	gut	led	per	set
bar	dig	guy	leg	pet	sew
bat	dim	had	let	pew	sip
bay	din	ham	lid	pig	sir
bed	dip	has	lip	pin	sit
beg	dog	hat	lit	pip	six
bet	don	hay	lot	pit	sob
bib	dot	hem	low	pod	son
bid	dub	hen	mad	pop	sow
big	dud	her	man	pot	sum
bin	dug	hey	map	pox	sun
bit	fag	hid	mat	pub	tab
bob	fan	him	men	pun	tag
bog	far	hip	met	pup	tan
bow	fat	his	mew	pus	tap
box	fed	hit	mid	put	tar
boy	fen	hog	mix	rag	ten
bud	few	hop	mob	ram	tin
bug	fib	hot	mop	ran	tip
bum	fig	how	mow	rap	ton
bun	fin	hub	mud	rat	top
bus	fir	hug	mug	raw	tow
but	fit	hum	nab	ray	toy
buy	fix	hut	nag	red	tub
cab	fob	jab	nap	rib	tug
cam	fog	jam	nay	rid	van
can	for	jar	net	rig	wag
cap	fox	jaw	new	rim	war
car	fun	jet	nil	rip	was
cat	fur	jig	nip	rob	wax
caw	gab	job	nod	rod	way
cod	gad	jog	not	rot	web
cog	gag	jot	now	row	wet
con	gap	joy	nun	rub	wig
cop	gas	jug	nut	rug	win
cot	gay	jut	pad	rum	won
cow	gel	ken	pal	run	yes
cub	gem	key	pan	rut	yet
cup	get	kid	par	sad	
cut	gig	kit	pat	sag	
dad	gin	lad	paw	sap	
dam	god	lag	pay	sat	

Year 1 Term 2

act	blend	brand	burnt	clean	crawl
adapt	bless	brass	burst	clear	craze
adept	blew	brat	bust	clerk	crazy
adopt	blind	brave	calf	click	creak
adult	blink	brawl	call	cliff	cream
all	blip	bread	camp	climb	creed
along	blips	break	cask	cling	creek
amend	bliss	breed	cast	clip	creep
among	blob	brew	cell	cloak	crept
and	block	bribe	chalk	clock	crest
ant	blood	brick	chant	clog	crew
ask	blot	bride	check	clone	crib
aunt	blow	brief	chess	close	cried
back	blown	brim	chest	cloth	crier
bald	blue	bring	chick	cloud	cries
ball	bluff	broad	child	clout	crime
band	blunt	broke	chill	clove	crisp
bang	blur	brood	chink	clown	croak
bank	blurb	brook	chunk	club	crook
beast	blurs	broom	chunk	cluck	crop
bell	blush	broth	clam	clue	cross
belt	boast	brow	clamp	coast	crowd
bench	bold	brown	clams	cold	crown
bend	bolt	brows	clan	cost	crows
bent	bond	brunt	clang	could	crude
best	boost	brush	clank	count	cruel
bill	boss	build	clap	crab	crumb
black	bound	built	claps	crack	crush
blade	brace	bulk	clash	craft	crust
blame	brag	bull	clasp	crane	cry
blank	braid	bump	class	crank	cuff
blast	brain	bunch	claw	crash	damp
blaze	brake	bunk	claws	crate	daunt
bleed	bran	bunt	clay	crave	dealt

deck	flop	grown	pick	slap	stay
dent	flops	grows	pill	slave	stays
desk	flora	grub	pinch	sled	steal
ding	floss	grubs	pink	sleep	steam
dock	flour	grunt	pint	slept	steel
doing	flow	guess	place	slice	steep
doll	flown	guest	plain	slick	stem
drab	flows	half	plan	slid	step
draft	fluff	hall	plank	slide	stern
drag	fluid	halt	plans	slim	stew
drain	flush	hand	plant	slip	stick
drama	fly	held	plate	slot	stiff
drank	flyer	hell	play	slow	stile
drape	fold	help	plot	slug	still
draw	folk	hill	plug	sly	sting
drawn	fond	hint	plum	smack	stink
draws	font	hiss	plus	small	stint
dream	found	hold	pond	smart	stir
dress	frame	hound	post	smash	stirs
dried	free	hump	pound	smell	stock
dries	freed	hunt	prank	smile	stomp
drift	fresh	icing	pray	smoke	stood
drill	friar	ill	press	snack	stool
drink	fried	imp	price	snail	stoop
drip	fries	inch	pride	snake	stop
drips	frill	ink	print	snap	store
drive	frock	jack	prize	sneak	stork
drop	frog	joint	proud	sniff	storm
drops	from	jump	pull	snore	story
drove	front	junk	pump	snow	stout
drown	frost	just	punch	sock	stove
drug	froth	kept	quack	soft	strap
drugs	fruit	kick	quick	sold	straw
drum	fry	kill	quilt	song	stray
drums	full	kind	rack	sound	strip
dry	fuss	king	raft	space	strut
duck	gang	kiss	ramp	span	stub
dull	gasp	knock	ranch	spank	stubs
dump	ghost	lack	rang	spare	stuck
dung	giant	lamp	rant	spark	stud
dunk	gift	land	rent	speak	studs
dusk	gill	last	rest	spear	study
dust	glad	left	ring	speed	stuff
dwarf	glass	lend	roast	spell	stump
dying	glide	lent	rock	spend	stun
east	globe	less	roll	spent	stung
end	gloom	lick	round	spice	style
event	glory	lift	rump	spies	suck
fact	glove	limp	rust	spike	sulk
fall	glow	list	sack	spill	sung
fang	glue	lock	saint	spilt	sunk
fast	going	long	salt	spin	swab
fault	gold	loss	sand	spine	swam
feast	golf	lost	sang	spit	swamp
fell	grab	luck	sank	spite	swan
felt	grain	lull	scab	split	swans
fend	gram	lump	scald	spoil	swap
field	grams	lunch	scale	spoke	swarm
fill	grand	lung	scalp	spook	sway
find	grant	lying	scan	spool	sweat
first	grape	mall	scare	spoon	sweep
fist	graph	mask	scarf	spore	sweet
flag	grasp	mast	scars	sport	swell
flake	grass	melt	scary	spot	swept
flame	grate	mend	score	spots	swift
flap	grave	mess	self	spout	swim
flare	gravy	milk	sell	spray	swims
flash	great	mind	send	spurt	swing
flask	greed	mint	sent	spy	swipe
flat	green	miss	shelf	squad	swirl
flaw	greet	mist	shell	squat	swish
flea	grew	most	shift	stab	swoop
fled	grey	must	shock	stack	sword
flee	grid	neck	sick	staff	swung
flew	grill	nest	sing	stage	talk
flick	grim	next	sink	stake	tall
flying	grime	off	skate	stamp	tank
flint	grind	old	ski	stand	tell
flip	grip	pack	skid	star	tent
float	grit	paint	skill	stars	test
flock	groan	pant	skin	start	text
flog	group	pass	skip	state	thank
flood	grow	past	skirt	stave	theft
floor	growl	peck	sky		thick

thing	wink
think	wisp
three	wolf
threw	world
throb	worst
throw	would
thump	wound
tick	wreck
till	wrist
tilt	wrong
tint	yell
	young

toast
told
toll
toss
trace
track
trade
trail
train
tramp
trap
traps
tray
trays
tread
treat
tree
trees
trek
treks
trend
trial
tribe
trick
tried
tries
trim
trip
trod
troll
troop
trot
trout
truck
trunk
trust
truth
try
tuck
tuft
twice
twig
twigs
twirl
twist
two
tying
using
vast
vault
vent
vest
volt
waist
walk
wall
wand
want
wasp
weld
well
wench
went
wept
west
wick
wield
wild
will
wilt
wind
wing

Year1 Term3

abide	avows	belly	boxes	chase	cows
ably	await	below	brace	cheap	crane
abode	awake	berry	braid	cheat	crate
above	aware	beryl	brain	cheek	crave
abuse	away	bevy	brake	cheer	craze
ace	awe	biddy	brave	chew	crazy
aces	awed	bide	bray	chews	creak
adage	awoke	bier	brays	chide	cream
adept	awry	bight	braze	chief	creed
adobe	axed	bike	bread	chime	creek
adore	axes	bikes	break	choke	creep
afire	aye	bile	breed	chore	crew
afoot	ayes	biped	brew	chose	crews
again	azure	bite	brews	chute	cried
agape	babe	biter	bribe	cider	crier
agate	babes	bites	bride	cite	cries
age	baby	blade	brief	cited	crime
aged	bade	blame	brier	cites	croak
agent	badly	blare	brine	city	crook
ages	bagel	blaze	briny	civet	crow
agile	baggy	bleak	broad	claim	crowd
aglow	bail	blear	broke	clay	crown
agony	bait	bleat	brood	clays	crows
agree	baits	bleed	brook	clean	crude
ahead	bake	blew	broom	clear	cruel
aid	baked	bloat	brow	clime	cry
aide	baker	bloke	brown	cloak	crypt
aided	bakes	blood	brows	clone	cube
aids	bale	bloom	brute	close	cubed
ail	baler	blow	buddy	clove	cubes
aim	bales	blown	buggy	clown	cue
aimed	balky	blows	bulky	clue	cued
aims	balmy	blue	bully	clues	cues
air	bandy	bluer	bunny	coach	cure
aired	bane	blues	burly	coal	cured
airs	bare	boa	bury	coals	cures
airy	bared	boar	buses	coast	curly
aisle	barer	board	bushy	coat	curry
ale	bares	boast	busy	coats	cute
alert	base	boat	butyl	coax	cycle
alien	based	boats	buyer	cocky	cynic
alike	baser	bobby	by	cocoa	cyst
alive	bases	bode	bye	code	cysts
allow	bawdy	bodes	bylaw	coded	daddy
alone	bay	body	byte	codes	daily
aloof	bayed	bone	bytes	coke	dairy
amaze	bayou	boned	byway	cokes	daisy
amen	bays	boner	cafe	come	dale
amend	beach	bones	cafes	comer	dales
amide	bead	bonny	cage	comes	dame
amity	beads	bony	caged	comet	dandy
amply	beady	boo	cages	cone	dare
amuse	beak	boob	cairn	cones	dared
anew	beaks	booby	cake	coo	darer
angry	beam	book	caked	cook	dares
any	beams	books	cakes	cooks	date
apace	bean	boom	came	cool	dated
ape	beans	booms	camel	cools	dates
aped	bear	boon	candy	coon	day
apes	beard	boor	cane	coons	days
apex	bears	boors	canny	coop	daze
apply	beast	boos	cape	coops	dazed
aptly	beat	boost	caper	cope	dead
are	beats	boot	capas	coped	deaf
area	beau	booth	care	copes	deal
areas	bee	boots	cared	copy	deals
arena	beech	booty	cares	core	dealt
argue	beef	booze	caret	cored	dean
arise	beefs	bore	carry	corer	deans
army	beefy	bored	case	cores	dear
arose	been	borer	cased	corny	death
array	beep	bores	cases	cosy	decay
arrow	beeps	bow	cater	cove	deed
aside	beer	bowed	cause	cover	deeds
askew	beers	bowel	cave	coves	deem
assay	bees	bower	caved	covet	deems
ate	beet	bowl	caves	cow	deep
avail	beets	bowls	cease	cowed	deeps
avers	beige	bows	chafe	cower	deer
avert	belay	boxed	chain	cowl	defy
avow	belie	boxer	chair	cowls	deify

deity	dryly	fail	flue	give	hair
delay	duchy	fails	fluke	given	hairs
deny	due	faint	flute	giver	hairy
derby	duel	fair	fly	gives	hale
deuce	duels	fairs	flyer	glade	haler
dew	dues	fairy	foal	glare	handy
dewy	duet	faith	foam	glaze	haply
diary	duke	fake	foams	gleam	happy
dice	dukes	faked	foamy	glean	hardy
dicky	dully	faker	foggy	glee	hare
die	duly	fakes	fogy	glees	harem
died	dummy	fame	folly	glide	hares
diem	dune	famed	food	gloat	harry
dies	dunes	fancy	foods	globe	hasty
diet	dupe	fare	fool	gloom	hate
diets	dusky	fares	fools	glory	hated
dike	dusty	fate	foot	glove	hater
dikes	duty	fated	foray	glow	hates
dime	dyad	fates	fore	glows	have
dimes	dye	fatty	forty	glue	haven
dimly	dyed	faze	fowl	glued	haves
dine	dyer	fear	fowls	glues	hay
dined	dyers	fears	foxes	gnome	haze
diner	dying	feast	frail	goad	hazel
dines	dyne	feat	frame	goal	hazes
dingy	each	feats	fray	goals	hazy
diode	eager	fee	frays	goat	head
dire	eagle	feed	freak	goats	heads
dirty	ear	feeds	free	godly	heal
ditty	ear	feels	freed	golly	heals
dive	eared	fees	freer	gone	heap
dived	earl	feet	frees	goner	heaps
diver	earls	ferry	fried	good	hear
dives	early	few	fries	goods	heard
dizzy	earn	fewer	frown	goody	hears
dole	earns	fief	froze	goof	heart
doled	ears	field	fry	goofs	heat
doles	earth	fiend	fuel	goofy	heath
dolly	ease	fiery	fuels	goose	heats
dome	eased	fife	fugue	gore	heave
domed	easel	fifty	fully	gory	heavy
domes	eases	fight	fume	gouge	heed
done	east	file	fumed	gown	heeds
doom	easy	filer	fumes	gowns	heel
dooms	eat	files	funny	grace	heels
door	eaten	filly	furry	grade	hefty
doors	eater	fine	fury	grail	hew
dope	eats	finer	fuse	grain	hewed
doped	eaves	finny	fused	grape	hews
doper	ebony	fire	fuses	grate	hide
dopes	eddy	fired	fussy	grave	hides
dose	eel	fires	fuzzy	gravy	high
dosed	eels	fishy	gaily	graze	hike
doses	eerie	fitly	gain	great	hiked
dote	eight	five	gains	greed	hiker
doted	elbow	fives	gait	green	hikes
dotes	elegy	fixer	gale	greet	hire
dove	elide	fixes	game	grew	hired
doves	elite	flake	gamed	grief	hirer
dowel	elope	flair	games	grime	hires
down	elude	flare	gape	gripe	hive
downy	empty	flea	gaped	groan	hoard
dowry	endow	fleas	gapes	groom	hoary
doze	enemy	flee	gases	grobe	hobby
dozed	ensue	flees	gassy	grope	hole
dozen	entry	fleet	gate	grove	holed
dozes	envy	flew	gated	growl	holes
drain	erase	flier	gaudy	grown	holly
drake	erode	flies	gauge	grows	holy
drape	espy	float	gauze	guess	home
dread	essay	flood	gave	guest	homed
dream	evade	floor	gavel	guide	homer
drew	every	flow	gawky	guile	homes
dried	evoke	flown	gay	guise	hone
drier	ewe	flows	gayer	gully	honed
dries	ewes		gaze	gunny	honer
drily	exile		gazed	gusty	hones
drive	face		gazer	gutsy	honey
drone	faced		gazes	guyed	hood
drool	faces		gear	guyer	hoods
droop	facet		gears	gypsy	hoof
drove	fade		geese	gyro	hoofs
drown	faded		genie	hail	hook
dry	fades		giddy	hails	hooks

hoop	keel	lieu	mains	move	oaten
hoops	keels	life	make	moved	oath
hoot	keen	lifer	maker	mover	oaths
hoots	keep	light	makes	moves	oats
hope	keeps	like	male	movie	obese
hoped	kinky	liked	males	mow	obey
hopes	kite	liken	mane	mowed	obeys
horny	kited	likes	manes	mower	ocean
hose	kites	lily	manly	mows	oddly
hoses	kitty	lime	many	muddy	ode
hotel	knave	limes	mare	mule	odes
hotly	knead	line	mares	mules	oiled
house	knee	lined	marry	mummy	oily
hovel	kneel	linen	mate	murky	okay
hover	knees	liner	mated	muse	olive
how	knew	lines	mater	mused	omega
howl	knife	liter	mates	muses	omen
howls	know	live	maybe	mushy	omens
hue	known	lived	mayor	musty	one
hues	knows	liver	maze	mute	ones
huge	koala	lives	mazes	muted	only
hurry	label	load	mead	my	onyx
husky	lace	loads	meal	myth	ooze
hydra	laced	loaf	meals	nail	oozed
hydro	laces	loan	mealy	nails	open
hyena	lacy	loans	mean	naive	opens
hymen	laden	loath	means	naked	opera
hymn	lady	lobby	meant	name	ore
hymns	lager	lobe	meat	named	ores
hyper	laid	lobes	meats	names	outer
ibex	lain	lofty	meaty	nary	ovary
ice	lair	lone	meek	nasty	oven
iced	lairs	loner	meet	navel	ovens
ices	lake	look	meets	navy	over
icy	lakes	looks	mercy	nay	overt
idea	lame	loom	merry	near	owe
ideal	lamed	looms	messy	nears	owed
ideas	lames	loon	mew	neat	owes
idly	lane	loop	mewed	need	owing
igloo	lanes	loops	mews	needs	owl
image	lapel	loose	mice	needy	owls
imply	laser	loot	mien	neigh	own
inane	late	loots	might	new	owned
inept	later	lore	mike	newer	owner
inert	lay	lorry	mile	newly	owns
inlay	layer	lose	milky	newt	oxen
irate	lays	loser	mine	nice	oxide
ire	lazed	loses	mined	nicer	ozone
ires	lazy	lossy	miner	niece	pace
irony	lead	louse	mines	nifty	paced
issue	leads	lousy	mire	nigh	pacer
item	leaf	love	mired	night	paces
items	leafy	loved	mires	nine	paddy
ivies	leak	lover	miser	nines	page
ivory	leaks	loves	misty	nobly	paged
ivy	leaky	low	mixed	node	pager
jade	lean	lower	mixer	nodes	pages
jaded	leans	lowly	mixes	noise	paid
jail	leap	lows	moan	noisy	pail
jails	leaps	lucky	moans	none	pails
jay	leapt	lumpy	moat	nook	pain
jazzy	learn	lure	moats	nooks	pains
jean	lease	lured	mode	noon	paint
jeans	leash	lures	model	noose	pair
jeep	least	lusty	modem	nose	pairs
jeeps	leave	lute	modes	nosed	pale
jeer	lee	lutes	mole	noses	paled
jeers	leech	lying	moles	note	paler
jelly	leek	lymph	mommy	noted	pales
jenny	leer	lynch	money	notes	palsy
jerky	leery	lynx	moo	novel	pane
jewel	lees	lyre	mood	now	panel
jiffy	levee	lyric	moods	nude	panes
joke	levy	mace	moody	nylon	pansy
joked	lewd	maces	moons	nymph	panty
joker	libel	made	moose	oaf	paper
jokes	lice	madly	moot	oak	pare
jolly	lie	maid	moped	oaken	pares
joule	lied	maids	more	oaks	parry
juice	liege	mail	mores	oar	party
juicy	lien	mails	mossy	oars	pate
jumpy	liens	maim	motel	oases	paten
junky	lies	maims	mouse	oasis	patty
jury		main	mousy	oat	pause

pave	poles	rave	rouse	seems	slew
paved	pony	raved	route	seen	slice
paves	pooch	raven	rove	seep	slide
pay	pool	raves	roved	seeps	slime
payer	pools	rawer	rover	seer	slimy
pays	poor	ray	roves	seers	sloop
pea	poppy	rays	row	sees	slope
peace	pore	raze	rowdy	seize	slow
peach	pored	reach	rowed	sew	slows
peak	pores	react	rower	sewed	sly
peaks	pose	read	rows	sewer	slyly
peal	posed	reads	ruby	sews	smear
peals	poser	ready	ruddy	sexy	smile
pear	poses	real	rude	shade	smite
pearl	power	realm	rue	shady	smoke
pears	prate	ream	rule	shake	smoky
peas	pray	reap	ruled	shaky	smote
peat	preen	reaps	ruler	shale	snail
peek	price	rear	rules	shame	snake
peeks	pride	rears	rumen	shape	snare
peel	prime	reed	rummy	share	sneak
peels	privy	reeds	rupee	shave	sneer
peep	prize	reef	rusty	sheaf	snipe
peeps	probe	reefs	rye	shear	snoop
peer	prone	reel	sadly	sheen	snore
peers	proof	reels	safe	sheep	snow
penny	prose	relay	safer	sheer	snows
peony	prove	rely	safes	sheet	snowy
peppy	prow	renew	sage	shied	soak
perky	prowl	repay	sages	shies	soaks
petty	prows	reply	said	shine	soap
pew	proxy	retry	sail	shiny	soaps
pews	prune	reuse	sails	shire	soapy
phase	pry	rhyme	saint	shoal	soar
phone	puke	rice	sake	shone	soars
phyla	puny	ride	sakes	shook	sober
picky	puppy	rider	sale	shoot	soggy
pie	pure	rides	sales	shore	sole
piece	purer	right	salty	shove	soles
pier	pussy	rime	same	show	some
piers	putty	ripe	sandy	shown	sonny
pies	pygmy	ripen	sane	shows	soon
piety	pyre	rise	saner	showy	soot
piggy	quail	risen	sate	shrew	sore
pike	quake	riser	sated	shy	sorer
piker	quay	rises	sates	shyly	sores
pikes	queen	risky	satyr	side	sorry
pile	queer	rite	sauce	sided	sow
piled	quell	rites	saucy	sides	sown
piles	query	river	save	siege	space
pine	quest	rivet	saved	sieve	spare
pined	queue	roach	saver	sigh	spate
pinet	quiet	road	saves	sighs	speak
pipe	quite	roads	sawed	sight	spear
pipet	quote	roam	say	silky	speed
pipes	race	roams	says	silly	spice
pique	raced	roar	scale	sine	spicy
pithy	racer	roars	scaly	sinew	spies
pity	races	roast	scare	sire	spike
pixel	rage	robe	scary	sired	spine
place	raged	robed	scoop	siren	spiny
plaid	rages	robes	scoot	sires	spire
plain	raid	rocky	scope	site	spite
plait	raids	rode	score	sited	spoke
plane	rail	rodeo	scow	sites	spook
plate	rails	rogue	scowl	sixes	spook
play	rain	role	screw	sixty	spool
plays	rains	roles	sea	size	spoon
plea	rainy	roof	seal	sized	spore
plead	raise	roofs	seals	sizes	spray
pleas	rake	rook	seam	skate	spree
pleat	raked	room	seams	skew	spy
plied	rakes	rooms	seamy	skews	stage
plies	rally	roomy	sear	skied	staid
plume	randy	roost	seas	skies	stain
ply	rangy	root	seat	sky	stair
poach	rape	roots	seats	slain	stake
poise	raped	rope	see	slate	stale
poke	rapes	roped	seed	slave	stare
poked	rare	roper	seeds	slay	state
poker	rarer	ropes	seedy	slays	stave
pokes	rate	roses	seek	sleek	stay
pole	rated	rosy	seeks	sleep	stays
poled	rates	rouge	seem	sleet	stead

steak	teens	tweed	wary	yearn
steal	teeth	twice	water	years
steam	thief	twine	wave	yeas
steed	thigh	tying	waved	yeast
steel	those	type	waver	yield
steep	three	typed	waves	yoke
steer	threw	types	waxed	yokes
stew	throw	typo	waxen	zeal
stews	tide	ugly	waxes	zone
stile	tided	unary	waxy	zoned
stoke	tides	undue	way	zones
stole	tidy	unify	ways	zoo
stony	tie	unite	weak	zoom
stood	tied	unity	wean	zooms
stool	tier	untie	wear	zoos
stoop	tiers	urine	wears	
store	ties	usage	weary	
story	tiger	use	weave	
stove	tight	used	wee	
stow	tile	user	weed	
stray	tiled	users	weeds	
strew	tiles	uses	week	
study	time	vague	weep	
style	timed	vain	weeps	
styli	timer	vale	weigh	
suave	times	vales	wetly	
sue	tinny	valet	whale	
sued	tiny	value	wheat	
sues	tire	vane	wheel	
suite	tired	vanes	while	
sulky	tires	vary	whine	
sunny	toad	vase	white	
super	toads	vases	whole	
sure	toast	veal	whoop	
surly	today	veer	whore	
swain	token	veers	whose	
sway	tone	very	why	
swear	toned	vice	wide	
sweat	toner	vices	widen	
sweep	tones	video	wider	
sweet	too	vie	widow	
swine	took	vied	wield	
swipe	tool	vies	wife	
swoon	tools	view	wile	
swoop	tooth	views	wiles	
swore	toper	vile	wily	
synod	tore	vine	windy	
syrup	tow	vines	wine	
taboo	towed	viper	wined	
tail	towel	vogue	wines	
tails	tower	voice	wipe	
taint	town	vote	wiped	
take	towns	voted	wiper	
taken	toyed	voter	wipes	
taker	trace	votes	wire	
takes	trade	vow	wired	
tale	trail	vowed	wires	
tales	train	vowel	wiry	
tally	trait	vows	wise	
tame	tray	wacky	wised	
tamed	trays	wade	wiser	
tamer	tread	waded	witty	
tames	treat	wades	wives	
tangy	tree	wafer	woke	
tape	trees	wage	women	
taped	tribe	waged	woo	
taper	tried	wager	wood	
tapes	trier	wages	woody	
tardy	tries	wail	wooded	
tarry	troop	wails	wooper	
tawny	truce	waist	woof	
taxed	true	wait	woofs	
taxes	trued	waits	wool	
tea	truer	waive	woos	
teach	trues	wake	wordy	
team	truly	waked	wore	
teams	try	waken	worry	
tear	tube	wakes	wove	
tears	tuber	wane	woven	
teas	tubes	waned	wreak	
tease	tune	wanes	write	
teem	tuned	wanly	wrote	
teems	tuner	ware	yea	
teen	tunes	wares	year	

KS3 and above word lists

accommodation	moreover	foreground	role	latitude	ICT binary byte cable cartridge computer connect connection cursor data database delete disk document electronic graphic hardware icon input interactive interface Internet justify keyboard megabyte memory modem module monitor multimedia network output password preview processor program scanner sensor server software spreadsheet virus
actually	murmur	frieze	scene	location	
alcohol	necessary	gallery	scenario	longitude	
although	nervous	highlight	script	nation	
analyse	original	illusion	share	national	
analysis	outrageous	impasto	spotlight	physical	
argument	parallel	kiln	stage	pollution	
assessment	participation	landscape	theatre	poverty	
atmosphere	pattern	palette	theatrical	provision	
audible	peaceful	pastel		region	
audience	people	perspective	English	regional	History agriculture agricultural bias castle cathedral Catholic chronology chronological citizen civilisation colony colonisation conflict constitution constitutional contradict contradiction current defence disease document dynasty economy economic economical emigration government immigrant imperial imperialism independence invasion motive parliament politics political priest propaganda Protestant rebel rebellion reign religious republic revolt revolution siege source trade traitor
autumn	performance	portrait	advertise	rural	
beautiful	permanent	sketch	advertisement	settlement	
beginning	persuade	spectrum	alliteration	situation	
believe	persuasion		apostrophe	tourist	
beneath	physical	D and T	atmosphere	tourism	
buried	possession	aesthetic	chorus	transport	
business	potential	brief	clause	transportation	
caught	preparation	carbohydrate	cliché	urban	
chocolate	prioritise	component	comma	wealth	
climb	process	design	comparison	weather	
column	proportion	diet	conjunction		
concentration	proposition	disassemble	consonant		
conclusion	questionnaire	evaluation	dialogue		
conscience	queue	fabric	exclamation		
conscious	reaction	fibre	expression		
consequence	receive	flour	figurative		
continuous	reference	flowchart	genre		
creation	relief	hygiene	grammar		
daughter	remember	ingredient	imagery		
decide	research	innovation	metaphor		
decision	resources	knife	myth		
definite	safety	knives	narrative		
design	Saturday	linen	narrator		
development	secondary	machine	onomatopoeia		
diamond	separate	manufacture	pamphlet		
diary	sequence	mineral	paragraph		
disappear	shoulder	natural	personification		
disappoint	sincerely	nutrition	playwright		
embarrass	skilful	polyester	plural		
energy	soldier	portfolio	prefix		
engagement	stomach	presentation	preposition		
enquire	straight	production	resolution		
environment	strategy	protein	rhyme		
evaluation	strength	recipe	scene		
evidence	success	sew	simile		
explanation	surely	specification	soliloquy		
February	surprise	technology	subordinate		
fierce	survey	tension	suffix		
forty	technique	textile	synonym		
fulfil	technology	vitamin	tabloid		
furthermore	texture		vocabulary		
guard	tomorrow	Drama	vowel		
happened	unfortunately	applause			
health	Wednesday	character	Geography		
height	weight	characteristics	abroad		
imaginary	weird	costume	amenity		
improvise	women	curtain	atlas		
industrial		director	authority		
interesting		dramatise	climate		
interrupt		entrance	contour		
issue	Art	exit	country		
jealous	abstract	freeze	county		
knowledge	acrylic	improvise	desert		
listening	charcoal	inspire	employment		
lonely	collage	lighting	erosion		
lovely	collection	movement	estuary		
marriage	colour	perform	function		
material	crosshatch	performance	globe		
meanwhile	dimension	playwright	habitat		
miscellaneous	display	position	infrastructure		
mischief	easel	rehearse	international		
modern	exhibition	rehearsal	landscape		

series
system
thesaurus

Mathematics

addition
adjacent
alternate
angle
amount
approximately
average
axis
axes
calculate
centimetre
circumference
corresponding
decimal
degree
denominator
diameter
digit
divide
division
equilateral
estimate
equation
fraction
graph
guess
horizontal
isosceles
kilogram
kilometre
litre
measure
metre
minus
multiply
multiplication
parallel
parallelogram
negative
numerator
percentage
perimeter

perpendicular
positive
quadrilateral
questionnaire
radius
ratio
recurring
reflect
reflection
regular
irregular
rhombus
rotate
rotation
square
subtraction
symmetry
symmetrical
triangle
triangular
tonne
vertex
vertices
vertical
volume
weight

Music

choir
chord
chromatic
composition
conductor
crotchet
dynamics
harmony
instrument
instrumental
interval
lyric
major
melody
minim
minor
musician
octave

orchestra
orchestral
ostinato
percussion
pitch
quaver
rhythm
scale
score
semibreve
synchronise
syncopation
tempo
ternary
timbre
triad
vocal

PE

active
activity
agile
agility
athletic
athlete
bicep
exercise
field
gym
gymnastic
hamstring
injury
league
medicine
mobile
mobility
muscle
personal
pitch
quadriceps
qualify
relay
squad
tactic
tournament
triceps

PSHE

able
ability
achieve
achievement
addict
addiction
approve
approval
communication
control
dependant
dependency
discipline
discussion
effort
emotion
emotional
encourage
encouragement
gender
generous
generosity
involve
involvement
prefer
preference
pressure
racism
racist
reality
relationship
represent
representative
reward
sanction
sexism
sexist
stereotype

RE

baptism
Bible
biblical
Buddhist
Buddhism

burial
celebrate
celebration
ceremony
Christian
commandment
commitment
creation
disciple
faith
festival
funeral
Hindu
Hinduism
hymn
immoral
immorality
Islam
Israel
Judaism
Jewish
marriage
miracle
moral
morality
Muslim
parable
pilgrim
pilgrimage
pray
prayer
prejudice
prophet
religious
religion
shrine
sign
Sikh
Sikhism
special
spirit
spiritual
symbol
synagogue
temple
wedding
worship

Science

absorb
acid
alkaline
amphibian
apparatus
chemical
circulate
circulation
combustion
condensation
cycle
digest
digestion
element
evaporation
exchange
freeze
frequency
friction
function
growth
hazard
insect
laboratory
liquid
mammal
method
nutrient
organism
oxygen
particles
predator
pressure
reproduce
respire
respiration
solution
temperature
thermometer
vertebrate
vessel

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